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Silent Bomber
Dragon Valor
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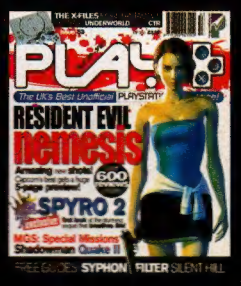
Turn to **page 74** now to see our deals that save you money on brilliant games including **Resident Evil 3 Nemesis**...



PLAY

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contacts

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fax us on (01202) 299955
letters to PLAY Magazine, Paragon House, St Peter's Road, Bournemouth BH1 2JS
email play@paragon.co.uk
home page http://www.paragon.co.uk/play/
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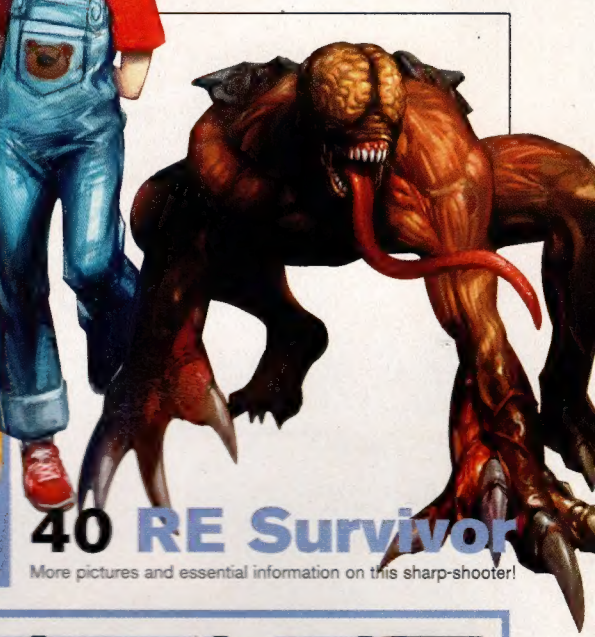

32 Syphon Filter 2 Exclusive

The chances are that you haven't even completed the last game yet, and then along comes this impressive sequel!

40 RE Survivor

More pictures and essential information on this sharp-shooter!

immediate access

Get straight to some of the hottest titles this month with this short cut to the games that count!

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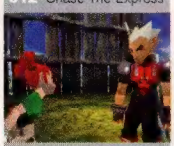
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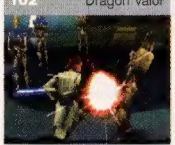
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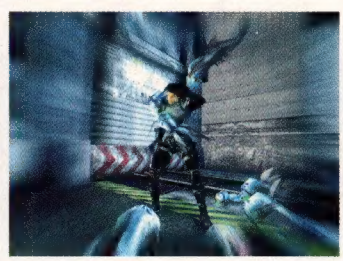

(Clockwise from top left) **Dark Cloud** GT2000 **Extermination** Titanium Angels Driving Emotion Type-S **Eternal Ring**

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The essential guide to everything PlayStation2

25 PlayStation2 Preview Round-up

Another bulging sack-load of **PlayStation2** games that will be hitting the revolutionary new console later in the year. Get those orders in now!

the hottest reviews

In a hurry to find out what we thought of the latest games? Then follow this quick link to cut straight to the chase!

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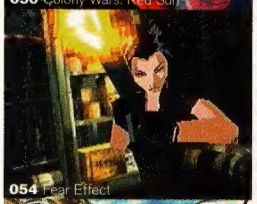

054 Fear Effect

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066 Grandia

38 Colin McRae Rally 2.0

Early playable code of **Colin McRae Rally 2.0** finally arrived in the office this month, so now we are able to fully brief you on how it's looking, how it plays and whether or not you'll need to trade in **Gran Turismo 2** just yet!

46 N•Gen

We take to the skies in Infogrames' nose-bleed inducing air racing game, **N.Gen**. Coming the makers of the early **Wipeout** games, speed is of the essence here!

44 Nightmare Creatures II

Horror cometh back to ye olde London town as Kalisto's cauldron of terror cooks-up another tasty slice of monster-slaying action. We bring you the full report!

006 Wired News

Need to know what's happening on the **PlayStation** grapevine? Our reporters are always on the case with the happening news!

025 PS2 Magazine

A new section whereby we feed you with all the tasty tidbits from the **PlayStation2** platter!

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Our regular dive into the development world to view what's going to be the next big thing. Check out these in-depth reports...

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Get your voice heard and let off steam in our reader feedback zone!

116 Playlist

Every PlayStation game rated, and plenty of other essential information at your fingertips! The Ultimate guide to everything PlayStation...

PLAYSTATION wired

EDITOR'S WORD

IT'S been a month of mixed emotions. The highs have included being officially declared the UK's biggest-selling unofficial PlayStation magazine, and the lows have included the extra work-load due to Tom's departure, although we are currently hunting for a replacement. Could it be you?

But still, this matters not in the long scheme of things and it's business as usual. Despite the PlayStation2 starting to cast an *Independence Day*-style shadow over the gaming world, the PlayStation1 is still managing to hold its own. This month we have had the best of both worlds; on the one hand we have had the first hands-on experience of the next generation console, and on the other we have got stuck in to quality first-gen releases such as *Syphon Filter 2* (who says you can't teach an old engine new tricks?) and the brilliant *Chase The Express* on import. We have also played *Resident Evil Survivor* to death and have reported back with more of our grizzly discoveries.

So all that leaves me to say is a big thank you to everyone who has helped make PLAY such a huge success. Long may it reign!

Ryan Butt EDITOR

Time to Kill!

Plot details of Namco's Time Crisis: Project Titan revealed!

Sadly, we were unable to bring the intended first look of SCEE's *Time Crisis: Project Titan* this month. It is believed that the game is falling behind in production and may even slip from the original April release to the latter half of the year. The good news though, is that we are able to bring you exclusive details of what the plot of the new game will entail.

Richard Miller, the VSSE's top secret agent and star of the original *Time Crisis* game, has been implicated in the assassination of Xavier Serrano, President of the small nation of Caruba. Knowing full well that he has been 'done-up like a kipper', the VSSE has given Richard 48 hours to root out the real killer before he is formally handed over to the authorities. During this 48 hours, all communication with VSSE will be severed and Richard is entirely on his own to bring the real assassin out of the shadows to face justice.

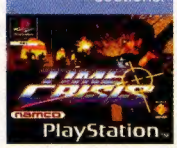
He has got one lead though, shortly after the incident, the VSSE received information of an informant known as Abacus, who claimed to know the identity of the mystery assassin. Abacus has been traced to a yacht situated somewhere in the Carubian sea, where it is believed that they are being held captive. The yacht belongs to the notorious arms smuggler Kantaris (remember her?) who has been linked to the international criminal organisation known as Wild Dog. Richard's arch enemy is back on the scene with an evil scheme for which the killing was merely a decoy to get Richard out of the picture.

Developed by Namco, the game is a PlayStation exclusive adventure featuring all-new stages never seen in any of the previous arcade versions. The game will also incorporate a new multi-hiding system which is designed to add more strategic elements to the boss sections. Players will now have to shift to different hiding points, interacting with the scenery to gain clear shots and avoid enemy fire. New locations include cruise liners, airports, mansions and river chases. We'll have the first screens soon.

FIRST LOOK

History...

Miller's crossing!
The original *Time Crisis* emerged on PlayStation in 1997. It was a faithful conversion of the arcade machine, but the real draw was the new multi-route PlayStation-only sections.



(Above) The original* Time Crisis *enjoyed huge success on PlayStation whilst* Time Crisis 2 *(Right) never made the transition from the arcades to the home systems.

contents

What's in the PLAY newsroom this month...

SPEEDBALL 2100 10
The classic futuristic sports game is set to make a shock appearance on PlayStation as the Bitmap Brothers add the finishing touches to this hard-hitting sequel. We've got the info and screens on this surprising comeback!

GOAL OF THE MONTH 11
We finally kick-off our much-touted *ISS Pro Evolution* Goal of the Month competition in style with an absolute screamer scored by Elliot Hinds from Birmingham. Not even Alan Hanson would disagree with this one!

Silent **but violent!**

Eagle-eyed readers will have spotted our microscopic news story on page 104 of last month's issue that Bandai's **Silent Bomber** is to be granted an official release. The game scored 88% on import, and UK gamers will be able to experience the joy of blowing things up soon!

Roadsters finally on the road!

Titus' entertaining arcade racing game, *Roadsters* **Trophy** is finally available to buy at the end of March. We reviewed the game back in issue 56, awarding it a respectable 80%. After annoying delays (perhaps the threat of *Gran Turismo 2*!) the game will now appear in the shops. The sequel is already well into development on the PlayStation2!

FIRST LOOK

Not Long Now!

The awesome PlayStation2 wows the world's media

The Event

PS Festival 2000

The historic unveiling of the PlayStation2 occurred on 18-20 February at Tokyo's Makuhari Messe. It was open to everyone, and allowed folk the first hands-on experience of the new machine.

(Right) This was worth the air-fare alone – the first glimpse of the sexy new blue packaging that will be ripped apart within seconds of buying a PlayStation2!

The next platform in Sony's console-dominating dynasty was finally uncovered before a stunned public last month. The PlayStation Festival 2000 was held in Tokyo and 500 machines were lined-up to show exactly what the new machine is capable of.

There were 16 third-party titles running at the event, plus a few from Sony's own line-up. The highlights included From Software's *Eternal Ring* and *Evergrace*, Konami's *Jikkyou World Soccer 2000* and SCEJ's *Gran Turismo 2000*, although actually getting a go on them proved tricky due to the event being open to the Japanese public, who certainly didn't disappoint in the enthusiasm stakes!

Also on show was the PS2's DVD capabilities, and *The Matrix* was chosen to be the first movie to demonstrate these. Our personal highlight though was finally seeing the packaging that is destined to be violently ripped apart just minutes after the money is exchanged. Then of course there was sampling the brand new PlayStation2 loading screen which will be generated at random whenever you switch the machine on amidst a flurry of special effects and sizzling sonics!

We've got a full report on the games shown at the event in our special PlayStation2 section starting on page 25. You can also enter our 'Win a PS2' competition by collecting the last of the three tokens on page 15!

nozin' around

Rumours we can't substantiate, whispers of secret projects, general snooping, that's what this regular column is all about – we'll do our utmost to find out all the juicy tidbits that the Sony PlayStation has to offer.

PLAYSTATION GETS SPEARED!

News just in from Red Storm has confirmed that the PC follow-up to *Rainbow Six*, *Rogue Spear* is coming to the PlayStation before the end of the year. The project is being developed by Sapphire, the company responsible for the impressive N64 version of *Rainbow Six*.

TOMB RAIDER MOVIE GAME?

Apparently, Core Design is doing another *Tomb Raider* game based on the forthcoming movie. It was also reported in the tabloid press that Sandra Bullock has signed on the dotted line to play Lara Croft in the film, this is completely untrue as Core told us that casting has yet to commence. Stupid gutter hacks!

BOXING MANIA...

According to our Japanese sources, Konami is planning to release an arcade game called *Punch Mania*. The idea being that players hit special touch-sensitive pads to deliver the on-screen blows, which, as gaming veterans will know, was how the very first *Street Fighter* game worked many moons ago.

RESIDENT REUNION?

We have heard through the grapevine that Rebecca Chambers and Leon S Kennedy will team-up for a *Resident Evil* spin-off game. The new guy from *RE Survivor* will also appear before Leon sends him off to spy on Umbrella on the remote island where *RE Survivor* takes place.

SONY GOES FOR BROKE!

It is thought that Sony will start producing and marketing the PlayStation2 at a loss. The company is apparently so confident of the expected sales that it is ploughing more money into the project in a hope of recouping some of the wonga a year or so later!

AND FINALLY...

During the PlayStation 2000 festival in Japan last month, the official PlayStation2 Web site (www.scei.co.jp/ps2/) went belly-up after receiving an estimated 500,000 hits a minute as folk tried to view the live Webcams.

CHASE THE EXPRESS 12
Now arriving on the PlayStation platform one is perhaps the best thing to come out of Japan since *Metal Gear Solid*! If you run, you may be able to catch our exclusive first look with all the info and screens!

DRIVER 2 14
More news and a couple of early in-game FMV stills for you to savour. We'll have the huge in-depth feature on this anarchic sequel next month, so this should be just enough to keep you going until then!

WIN A PS2! 15
It's your last chance to enter our competition to win a PlayStation2. Here you'll find the last of the three tokens needed to enter. So cut it out and send it, along with three others, to the address on the token. Now!

Cat Bucaman's entertainment USA

Regular monthly reports about the happening events in the land of the free from the PLAY American correspondent.

Wacky Races

Infogrames has announced plans to release a new racing game based on the classic children's cartoon series, **Wacky Races**. The program was a kind of *Cannonball Run*-type race in which a whole host of characters such as Dick Dastardly, Penelope Pitstop and The Anthill Mob attempt to out-pace each other over a gruelling long distance competition. Each character will have their own individual in-car gadgets to gain an advantage.

usanewsusanewsusanewsusanews

Vanguard Bandits

Working Designs is soon to release a new adventure game called **Vanguard Bandits**. Set in a mythical world where robots are dominant force, the game has a similar appearance to Square's *Final Fantasy Tactics*, but when you actually engage in combat, the action switches to a perspective that resembles the traditional style favoured by most beat-'em-ups. It's an interesting mix and should attract a few fans when released.

usanewsusanewsusanewsusanews

Triple Play 2001

Electronic Arts is getting ahead it itself once again with its long-running baseball series! **Triple Play 2001** is the latest version currently in development and it will boast a string of new features, as well as the old favourites. In place are the usual Season, Playoffs and Team Management modes, and now also included are Big League Challenge and 500 Home-Run Club in which you can compete to unlock hidden teams and stadia.

usanewsusanewsusanewsusanews

Hello to Hellboy!

Dark Horse Interactive is currently developing a new action game based on a famous Dark Horse comic. **Hellboy** is the game and it is a third-person action adventure in which you control a demonic delinquent. Even at this early stage in development it looks promising, and should be much better than the last comic-to-game conversion which, as you may remember was the abysmal *Shadowman* by Acclaim!

usanewsusanewsusanewsusanews

Bond's back on PS2!

Here is the very first in-game screenshot of the forthcoming PlayStation2 game **The World Is Not Enough**. Based on the most recent Bond film, the game will run on the *Quake II* engine and will be out on PC as well as the next-generation Sony platform. The most interesting news is that the game will incorporate a third-person and a first-person perspective so gamers can experience two versions of the same game.

usanewsusanewsusanewsusanews

Bop with Britney

America's very own pop phenomenon **Britney Spears** is soon to feature in a brand new dancing game. Played best with one of the numerous dancing mat peripherals available, gamers will be able to mimic Britney's dancing moves as they groove in time with the pop video that plays on-screen. It is thought that British Abba-wannabes, Steps, will also make an appearance in the game, the title of which escapes us at the moment!

OTHER BUSINESS Whilst on a Bond theme, the soundtrack for the EA game *Tomorrow Never Dies* is available to buy now at www.bondmusic.com. It features 16 tracks.

FIRST LOOK

Mille Miglia

SCi's vintage driving experience revs-up!

In a market swamped with lame games, the driving genre needs titles with innovation and imagination just to perpetuate. *Gran Turismo 2* and the forthcoming *Ridge Racer V* are keeping interest ticking over at the moment but a third title could add considerable support to the driving cause.

SCi's *Mille Miglia* (and you thought *Gran Turismo* was a dodgy name!) features the biggest race in Italian history. Described as "The most beautiful race in the world," it spans over a thousand miles of lush Italian countryside and famous cities. It also features a hugely impressive line-ups of classic cars. There are 18 in total, ranging from the classic BMW 328 Spider to Stirling Moss' record breaking Mercedes 300 SLR. Released in the summer, *Mille Miglia* will feature a Championship mode which allows you to try your hand at beating Moss' sterling effort when he completed the entire course in under 11 hours, as well as an Arcade and two-player head-to-head mode.

SCi is highly confident about its new slant on the racing genre and has even considered introducing an online version to play when the PS2 arrives. It remains to be seen how *Mille Miglia* will fully compare to the likes of *GT2* with its high powered super cars (the version we played was still way too early to judge), but lovers of the golden era of driving will no doubt treasure it as an opportunity to reminisce. As always, we PLAYboys will be first with a review! But stayed tuned for a full preview, soon.

It may bare an uncanny resemblance to* GT, *but* Mille Miglia *was around first. Sort of.

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jap's eye

Regular monthly reports about the happening events in the land of the rising sun from the PLAY Japanese correspondent, **Shintaro Kanaoya**

Pocket iMacs...

The **iMac** has had such an impact on the computer industry as a whole that a third-party peripheral manufacturer in Japan has had the cunning idea of producing snap-on cases for the PocketStation. The cases will come in all five of the iCandy colours used on the current wave of iMac computers and should be available to buy on import very soon. It's just a shame that the PocketStation was never released over in Europe!

EX3 socks it to 'em!

Capcom used the recent PlayStation Festival 2000 to unveil **Street Fighter EX3**. The game is reported to have gone down very well with the ensembled masses, and the word on the street is that it is even better than Namco's flagship PS2 title, **Tekken Tag Tournament**. Apart from the luscious next-generation appearance, the game also boasts six brand new characters and will be onsale when the new console is launched this month.

Dead or alive?

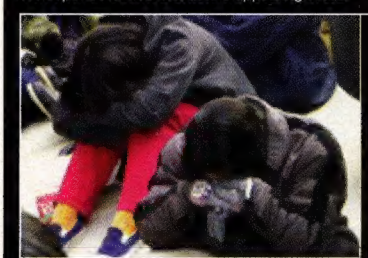
Rumour had it that Tecmo had no intention of releasing its flagship fighting game **Dead Or Alive 2** on the PlayStation2, choosing instead to stick exclusively with the Sega Dreamcast. However, it now turns out that an enhanced version is scheduled for release close to the console's Japanese March launch. It isn't yet known exactly what additions it will boasts, other than better graphics and a knock-out frame rate.

Grace land!

Described by many as being the best-looking adventure game ever made, From Software's **Evergrace** had the attendees of the PlayStation Festival drooling with anticipation. Granted, from this picture it doesn't look like anything special, but when battle commences, the camera zooms right in on the action making the characters gigantic, and dozens of enemies can all attack at once. We'll more news and betters screens soon.

Perfect X!

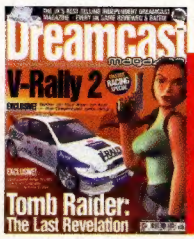
As news and rumours of **Final Fantasy IX** continue to sweep across Japan, the next game in the epic saga has crept into production on the PlayStation2. What you see here is the very first in-game screenshot of **Final Fantasy X**, and although the quality may be weak, it at least gives us a clear indication that Square is moulding the characters in a more human form as opposed to the super-deformed characters appearing in **IX**.



PS2 Meltdown!

With an enthusiasm for all things PlayStation that traditionally stretches way beyond the confines of normal sanity for the average person, the Japanese public were naturally prepared to camp for weeks to get into the **PlayStation 2000 Festival**. One day of the three-day event was set aside for public attendance, but it doesn't look as though this gang of die-hard enthusiasts could summon enough energy to stand let alone play PS2 games. Pity!

OTHER BUSINESS New PS2 titles were announced at the PS Festival, most notably a music game from Sony called **L'Arc-En-Ciel** and an action game called **Maximo** from Capcom..



OUT NOW **Dreamcast Magazine** (ISSN 1466-2388) is now available from all good newsagents priced just £2.99! Issue 6 features reviews of **Slave Zero**, **Deadly Skies**, **Resident Evil: Code Veronica** and **Space Channel 5**, plus previews of **V-Rally 2**, **MDK2** and **Tomb Raider IV**. Need to know about Dreamcast? Check this out!

FIRST LOOK

Speedball 2100

The classic futuristic sports game returns!

Word association time! We say Bitmap Brothers, you say... *Speedball*. The chrome-coated classic of the early Nineties is set to return with aplomb and Empire Interactive is helping Bitmap Brothers to fulfil the dream of bringing it to life once again, on PlayStation.

Of all the classic games resurrected for today's audiences, *Speedball* is one that deserves to be done correctly. Thankfully the developers have retained the classic 2-D look of the original games as well as hundreds of distinctive touches that made it such a classic. Power-ups will still appear at random, pitch sizes are fully alterable, balls can be enhanced and, of course, cash will be rewarded to the biggest, ugliest and strongest teams. You will then be able to spend all your hard-earned dosh turning your team into unstoppable Speedball champions.

To keep the definite feel of the original, the developers have given this new version lashings of metallic paint. The camera angle has also been kept static to keep the same feel as the previous games. If you haven't been fortunate enough to play a *Speedball*, game before, then rest assured you are in for a treat. Us oldies on the other hand are licking our lips with glee at the prospect of *Speedball 2100*, and have already begun counting the days until its April release. Long live the carnage!

Speedball 2100 *will retain the same look and feel as the original game upon its comeback!*

exclusive

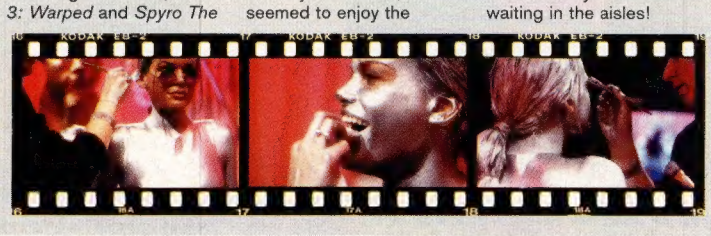
Lara goes platinum

Good news for gamers, bad news for Lara!

Despite the retail prices of new games dropping by the month, the Platinum range will continue to expand with the addition of some mega bargains this month... Check these corkers out!

In March, SCEE will be releasing *Crash Bandicoot 3: Warped* and *Spyro The Dragon* at the knock-down price of £19.99, whilst Konami will be following suit with *Metal Gear Solid*. The headlines go to Core Design though. With *Tomb Raider III* joining the budget range, the development house marked the event by painting Croft model Lara Weller platinum.

As you can see, she seemed to enjoy the process, smiling sweetly for the cameras, but if her paint wasn't removed quicky then her skin would have dried out and she would have suffocated – like the actress from *Goldfinger*. But still, it's all in a day's work for the world's most intrepid explorer, and besides, there's always more models waiting in the aisles!



Goal compo

Goal Of The Month

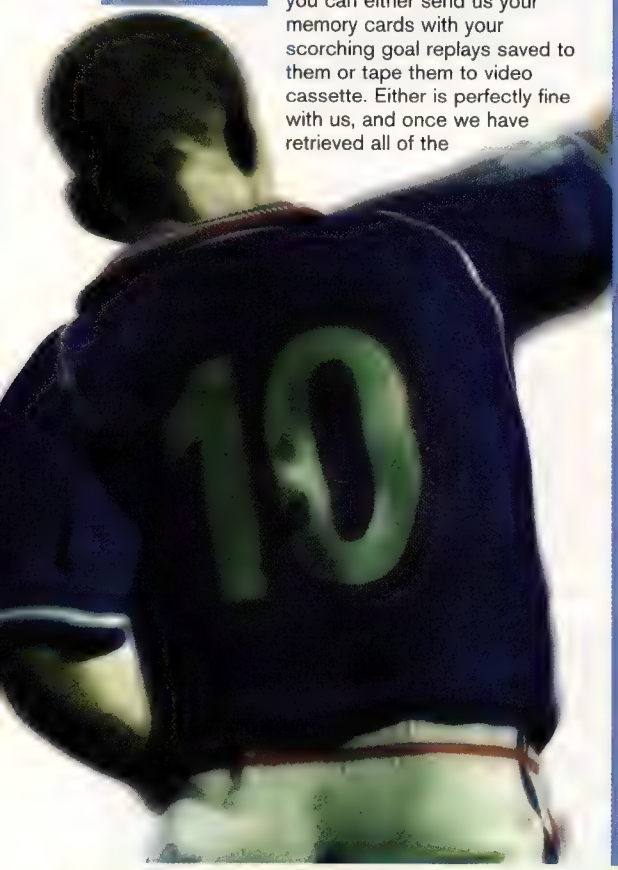
The official Konami ISS Pro Evolution competition kicks-off...

Scorchio!

Welcome at long last football fans to the official Konami *ISS Pro Evolution* Goal of the Month competition. Brought to you by PLAY Magazine – the UK's biggest-selling unofficial PlayStation magazine – in conjunction with Konami Europe, we will be inviting readers to send us what they consider to be their finest goals. The best goal we receive each month will receive bundles of football related goodies, and worldwide recognition of course!

Using the replay save option, you can either send us your memory cards with your scorching goal replays saved to them or tape them to video cassette. Either is perfectly fine with us, and once we have retrieved all of the information off of them, we will of course return your cards and tapes. Only one goal per month will win the competition and the lucky striker will receive a bunch of goodies including a pair of top-of-the-range Umbro football boots! Each monthly winner will eventually be entered into our Goal of the Season competition, with a huge mystery prize up for grabs.

So get *ISS Pro Evolution* and get practising, who knows, next month's winner could be you! This month's winning goal was sent in by Elliott Hinds from Birmingham. It was scored by Kanu for Arsenal against the mighty AC Milan, and as you can see, it is a screamer!



Thierry Henry bursts down the wing hotly pursued by Maldini of Milan. He looks up into the penalty area...

Seeing Kanu dash into space in the centre, Henry cross the ball high into the middle of the box...

As the ball starts to drop, Kanu turns his back to goal and lunges backwards to connect with it...

Catching it sweetly in yards of space, Kanu's extended leg volleys the ball fiercely towards goal...

With his view partially obscured, the keeper doesn't even register the imminent danger as the ball flies!

He eventually sees it... but it's much too late, and he is powerless to stop the ball nestling in the net!

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FIRST LOOK

Express delivery

Next to arrive on platform one is a game that's gonna blow you away!

Sony of Japan's top secret project was finally released this month, and, as predicted by us, it is absolutely brilliant! The game is called *Chase The Express*, and it combines all the best elements from *Resident Evil* to *Metal Gear Solid*. The really good news is that SCEE is releasing the game in Europe later in the year!

As the title suggests, the action is set entirely on an express locomotive called the Blue Harvest that is heading from St Petersburg in Russia to Paris. The train holds a valuable cargo though, namely the French Ambassador and his family, so naturally security is tight and the Ambassador is guarded around the clock by heavily-armed NATO soldiers. But then disaster strikes, the train is hijacked by a helicopter full of terrorists and after bumping-off a large portion of the NATO troops, they start making demands on the French Embassy. You play the lone NATO survivor of the attack, and must infiltrate the heavily-secured train and rescue the Ambassador and his family.

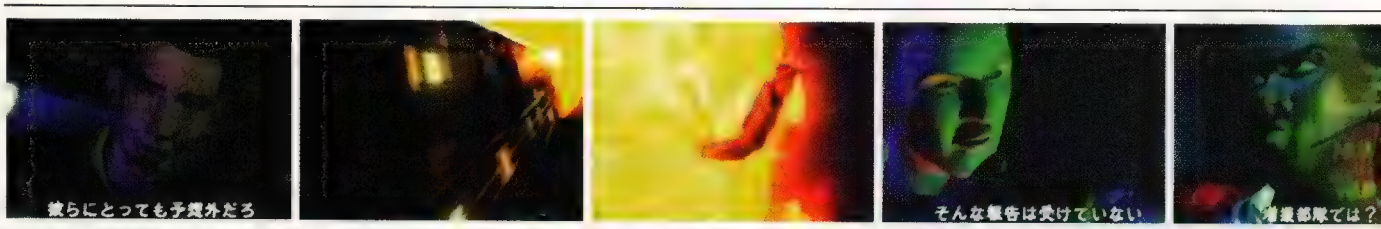
The action is viewed from the third-person with a remarkable attention to detail. As you can see from the screenshot to the right, the central character is incredibly well defined and even blinks when up-close to the screen. Like the playing areas of the *Resident Evil* games, you start off with only limited access to a few of the train's carriages, but by exploring and acquiring new items, upgrading access cards and typing-in door codes, you can unlock more sections as the game unfolds. Also similar to the *RE* games, you can only save your progress in certain rooms (in this case the toilets) and also store any unwanted items for later. The game also borrows from *Metal Gear Solid*. Say for example you come to a door that cannot be unlocked, you can gaze through the window to see what's inside. The game also has a high gore content as you stumble across whole platoons of soldiers that have been butchered by the terrorists.

Chase The Express is going to be a massive hit, and for more details, check out the full import review next month!

Familiar?

Explosive!

The game opens with an impressive FMV sequence that shows the terrorists hijacking the train and roughing-up the Ambassador. Thank goodness you're on the case to sort them out!



FIRST LOOK

Spin on this!

A new puzzler to make your head spin...

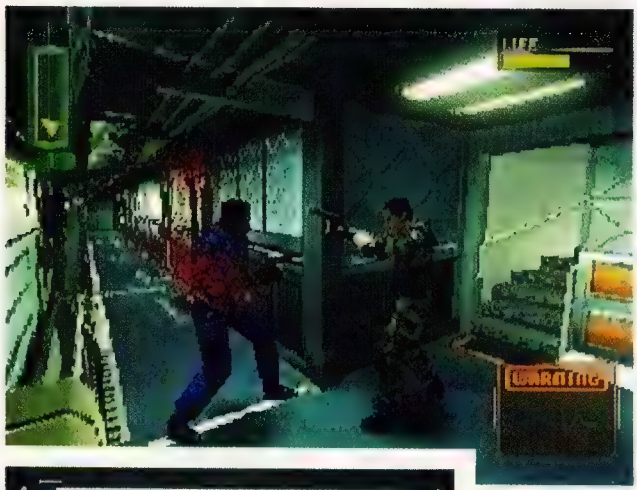
Empire Interactive is soon to release an arcade puzzle game that's sure to make you dizzy. It's called *Spin Jam* and it's already had our writers blowing bubbles of approval.

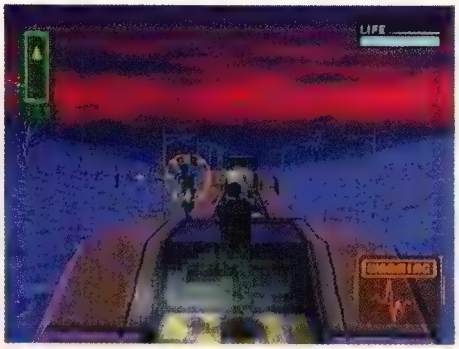
The idea is to shoot coloured bubbles into a fully rotatable ring which then cluster in the middle. Then by matching up the bubbles in groups of three or more, any stray bubbles on the opposite side are fired out to the sides, the aim being to rotate the ring as they are about to fire and aim them into the big bubbles of corresponding colour on the outside. It sounds quite complicated, and it is, but once you get the hang of what is required of you, the game becomes a compelling distraction. Of course, if you fail to aim the bubbles correctly, they'll come flying back into the middle and you'll be left with huge clusters that grow by the second, which is when things get really hairy!

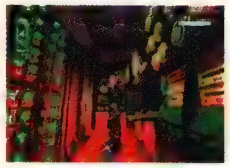
Spin Jam will feature numerous gaming modes including Arcade, Battle and Story, plus a whole bunch of bizarre characters to play as. It would also feature a split-screen two-player mode for added kicks. More soon.

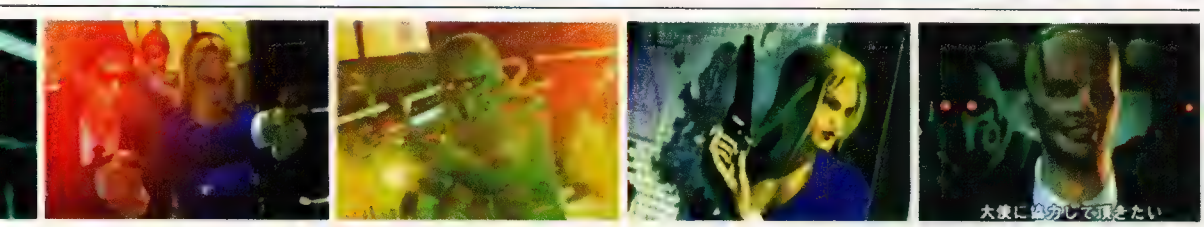
Spin Jam – ***bubbles, rotations and bizarre characters...***

(Below) An unsuspecting terrorist gets his guts blown out. The combat system involves a large target that appears over the enemy.





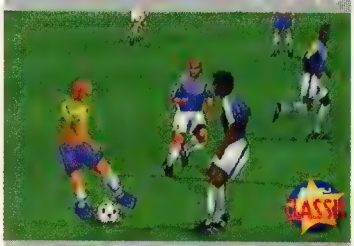




PLAY RECOMMENDS

These are the current best games that money can buy on PlayStation, and ones you should sell your Grandma for!

A killer action sequel **90%**



The best football game, ever! **97%**

A sequel to end all sequels! **93%**

Simply the drive of your life! **93%**

FIRST LOOK

Driller Thriller!

Namco bores us with its new puzzle game

The title of Namco's new puzzle game doesn't paint a pretty picture. We conjured up images of a demented dentists as opposed to a cheeky little digger with a pink helmet, but we are assured that this is going to be one of the most addictive gaming experiences ever. So what's the story?

Players control Mr Driller as he attempts to drill down through myriad worlds buried under coloured blocks. The two biggest challenges to face the little fella are the imminent danger of underground collapse and running out of oxygen. The idea is to link-up coloured blocks to form a protective shield above Mr Driller as he tunnels away, and then collect the various oxygen canisters during his descent.

It doesn't sound like the most ground-breaking game to emerge from Namco's gold-plated stable, but Mike Fischer, Director of Marketing at Namco's US office is defiant: "Don't say anything about this game until you try it... it has a wonderful appeal that is difficult to explain." Being Namco's first original puzzle game since *Pac-Attack* in 1993, we're sure *Mr Driller* will charm the pants off of all!

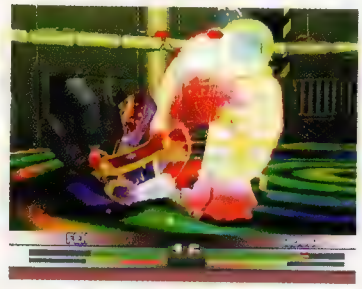
Mr Driller – he's a local digger and a serial thriller!

More Tosh!

The mad Jap beat-'em-up returns...

Before the genre was dominated by *Tekken*, there was another fighting game that was first to make an impact in the early days of PlayStation – Takara's *Battle Arena Toshinden*. It was basic and shallow, but it was the first beat-'em-up to show what the (then) new machine could do. And now it's back for the fourth time. But is anybody counting?

Due out over here spring (it was released in Japan last October) courtesy of Studio 3, *Toshinden 4* is instantly recognisable as a sequel to the long-running series. The biggest alteration is in the main game mode which now takes on the form of an on-going story. You choose a band of three fighters who must then defeat wave upon wave of spiky-haired rivals. If you lose, the next character enters the fray. We'll have the full review next month.



exclusive

Toshinden 4 – will it dazzle hardened fighting fans these days?

CHARTS

In association with GAME

Pos	Game	Developer	Publisher	Score
1.	Gran Turismo 2	Polyphony Digital	SCEE	92%
2.	Toy Story 2	Traveller's Tales	Activision	73%
3.	Medal Of Honour	Dreamworks	EA	95%
4.	FIFA 2000	EA Sports	EA	72%
5.	Crash Bandicoot 2	Naughty Dog	Platinum	86%
6.	Tomorrow Never Dies	MGM	EA	51%
7.	Tekken 3	Namco	Platinum	97%
8.	Colin McRae Rally	Codemasters	Platinum	93%
9.	Gran Turismo	Polyphony Digital	Platinum	97%
10.	TR: Last Revelation	Core Design	Eidos	90%

AS VOTED BY THE READER'S MOST WANTED

PLAY READERS

Pos	Game	Developer	Publisher
1.	Colin McRae Rally 2.0	Codemasters	Codemasters
2.	Chase The Express	Sugar & Rockets	SCEE
3.	Resident Evil Survivor	Capcom	Eidos
4.	Time Crisis: Project Titan	Namco	SCEE
5.	Syphon Filter 2	989 Studios	SCEE

exclusive

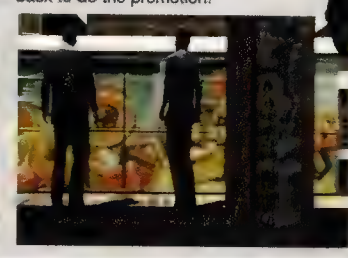
Driver 2 news

Amazing new features and modes revealed

As promised last month, we have got hot new information and the very first pictures of GT's *Driver 2*! Don't get too excited though, the only images we've received are FMV stills, location photographs and level designs – no actual in-game screenshots, which was annoying!

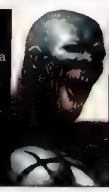
Aside from the cosmetic improvements in the game engine and FMV sequences that we mentioned last month (the best, if you recall, being Tanner's new freedom to get out of the vehicles and roam around the cities) the lay-out of the roads has been researched with more accuracy in the four main cities that'll feature in the game (Chicago, Havana, Rio and Vegas). The upshot of it all is that in *Driver 2*, winding mountain roads will be present, as will slip-road exits off of freeways , fly-overs and longer stretches of open roads. *Driver 2* will come on two discs to house the wealth of new features which will also include new sub-games and a greater variety of vehicles including fire engines, buses, trams and ambulances. The computer AI has been enhanced also, and now the cars you share the freeway with will be more assertive, and pedestrians will turn and watch accidents instead of walking around like mindless drones.

The plot of the new game involves working with a Brazilian drugs baron, and to get the action moving swifter along, the answerphone mission select has been ditched in favour of a more free-flowing story that develops as you progress. Oh, and just in case you were wondering, Huggy Bear, alias Antonio Fargas, has been dragged back to do the promotion!



PLAYBOYS For years they have tirelessly toiled on your favourite PlayStation publication, neglecting social lives and dubes in favour of bringing you, the readers, the most insightful coverage of the wonderful world of PlayStation. They ask for nothing in return, only the knowledge that their efforts have paid-off, and that you don't end up having to busk on the streets doing crap Oasis covers and end up blowing the cash on a shite game! Each month, the lads will tackle a burning issue in this very section. This month... having been depleted in our numbers, we ponder who the new recruit on the good ship PLAY will be...

Ryan Butt
With science not yet up to scratch in cloning humans, a carbon copy of himself is out. No problem though, he would happily settle for a sheep as long as it knew how to disc-swap a PlayStation and work the coffee machine.
ryan@paragon.co.uk



Graeme Nicholson
Someone small, female and Japanese would be his dream recruit, but then again he said that last time and we ended up with Ben! Of course, Graeme himself was once a reader so maybe another rude phone stalker would be a good candidate?
silencio@paragon.co.uk

Ben Lawrence
This loveable scamp was a rare find indeed, talented, literate AND gullible. For every Ben though there's a zillion hopefuls just not up to the task. Most people seem to think this job involves glamour... until they smell one of Ryan's farts!
ben@paragon.co.uk

Writer 'X'
As we scour the country searching for someone stupid enough to join us, we have enlisted the temporary services of a super-being known only as 'X'. His real identity shall remain secret until we see fit to unmask him to all. Stay tuned!
writerx@paragon.co.uk

?

FIRST LOOK

Gran Turismo 2000

Exclusive new screenshots of Sony's new driving dream machine!

Just as this issue of Play was going to press, we managed to jam a screwdriver into the printing press and halt production. The reason being that we just had to squeeze in these brand-new screenshots of *Gran Turismo 2000* on the PlayStation2!

The game was playable in its entirety for the first time ever during the PlayStation Festival 2000 held in Tokyo last month, and the people present for the event seemed to like it. In fact, of all the games on display, it was *GT2000* that generated the most interest with at least 20 people at a time all clambering for a go.

What seemed to impress most about the game was the tuned handling and the way the cars react exactly how you imagine their real-life counterparts to do.

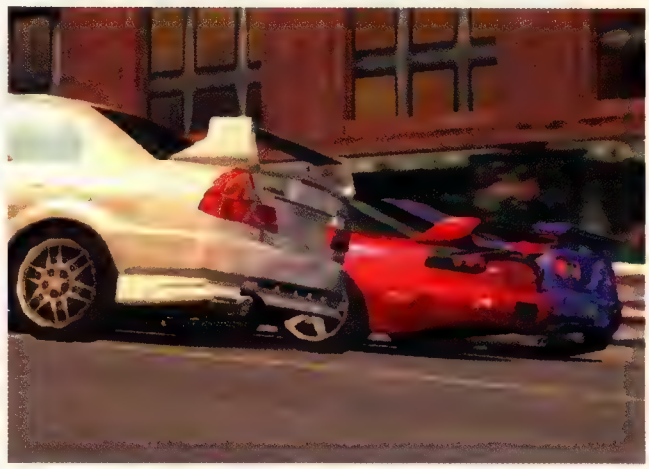
This may be a good time to remind you that printed below is the final coupon needed to enter our 'Win a PS2' competition. Three are needed, and if you haven't already got two then you can always buy three copies of this issue. But don't delay, the closing date is 12 April 2000, upon which all the entries will be put into a hat and ten lucky names drawn out. Each winner will each receive a Japanese NTSC PlayStation2 and a copy of Namco's *Tekken Tag Tournament*.

History...

GT2000

Although it was

Hot off the press – the very latest in-game screenshots of Polyphony Digital's GT2000. It was easily the biggest draw at the Tokyo event!



I WANT A PLAYSTATION2!

Cut-out this coupon and send it along with two others to the address printed on it. Then cross your fingers and hope you win!

WHAT TO DO

Collect any three of these coupons available with PLAY issues 58, 59 and 60, enter your details on one of the coupons, then send **all three** in an envelope to:

Playstation2 Competition, PLAY Magazine, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS

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PLAY

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★★★★★

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The rules to entering this competition are simple. The editor's decision is final. No correspondence may be entered into. Employees of Paragon Publishing or its sponsors Infogrames may not enter. Your entry should reach us no later than 12 April, 2000. All winners will be available in writing from Paragon Publishing. The sponsors reserve the right to supply a prize of equivalent value rather than those illustrated. No cash alternatives.

PHONE COMPETITION

NOKIA 3210 Fun outside, serious inside

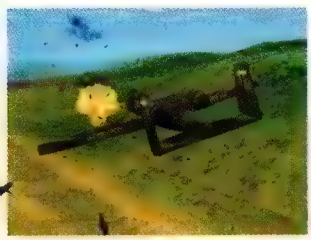
INFOGRAMES

EAGLE ONE HARRIER ATTACK

WIN! A MOBILE PHONE

We've got a Nokia 3210 to give away plus loads of other stuff courtesy of Infogrames!

Eagle One Harrier Attack
Competition was fierce between Infogrames' hot new air combat game and SCEE's Ace Combat 3. Although AC3 won overall by a whisker, our Eagle One is certainly not devoid of aerial thrills as you storm numerous treacherous air strips armed with a hefty arsenal of firepower. Needless to say, we liked it!



Handy

Nokia 3210
This attractive and light-weight phone is one of Nokia's newest. It comes with all the latest functions including text message and picture sending. Has its very own ringing tone composer. So if you want to annoy everyone within earshot, you can download instructions on how to compose the funkiest tunes off the net. Handy!

To celebrate the launch of Infogrames' pulse-racing *Eagle One Harrier Attack* game (rated 80% last issue) it has joined forces with PLAY to offer our readers the chance to win some fabulous prizes.

Up for grabs is one **Nokia 3210 dual-band mobile phone**, some trendy Global Eyeware sunglasses (worth a cool £95 a pair) and groovy *Eagle One Harrier Attack* T-shirts, jackets, survival packs and shirts.

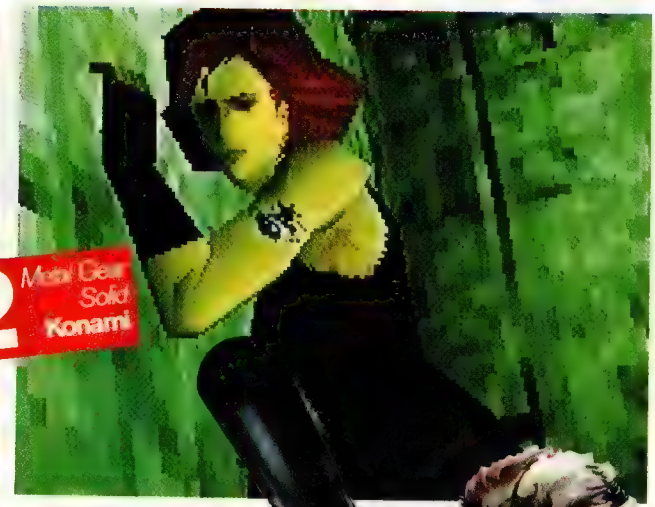
The winner of this competition will walk away with the phone, a pair of specs, T-shirt, shirt, survival packs and jacket, whilst five runners-up will each receive a T-shirt, shirt, specs and jacket. To be in with a chance of winning, answer the simple question below and send it, along with your name and address to: **Eagle One Competition, PLAY Magazine, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth, Dorset BH1 2JS**. All entries must arrive by 12 April 2000. **Question: Which London football club is know as The Eagles?**

A. Arsenal
B. Wimbledon
C. Crystal Palace

AWARD RESULTS

Millennium Awards

At the end of last year, we asked you to vote for your favourite games of the millennium. After counting thousands of votes, the results are now in and we can reveal the top 100 games of all time!



02 Metal Gear Solid Konami

We say...

Who's better?
It would appear that a lot of our readers are absolutely up to the competition that was a good game. That said, Resident Evil: Tomorrow Never Dies got into the Top 100? Are you mad? Are you mocking us? And what about South Park? It's scary to think that these people will soon be voting for politicians!

Sponsors

The awards were sponsored by these games-mad bods... cheers guys!

HMV

TOTAL GAMES NETWORK

TITUS

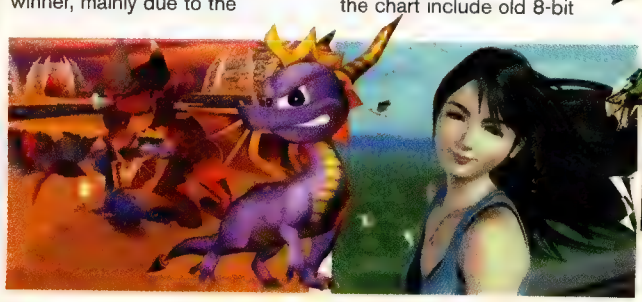
Good evening and welcome to this most prestigious awards ceremony at the PLAY Palladium, presented in association with Total Games Network (www.totalgames.net). For this inaugural Millennium Games Awards, the results have been decided democratically by the readers of PLAY, along with those of various other Paragon Publishing magazines, such as *64 Magazine* and *Dreamcast*. Literally thousands of you voted for your all-time favourite games across many formats.

After many long nights of counting votes, the results are finally in. The best game of all time is *GoldenEye* on the Nintendo 64. Even we PlayStation devotees have to admit that Rare's Bond masterpiece is a deserving winner, mainly due to the unbeatable four-player deathmatch mode.

Just pipped to the post is the top PlayStation game, *Metal Gear Solid*, followed closely by *Gran Turismo* and *Tekken 3*. Unsurprisingly, all four *Tomb Raider* games make the Top 100, although interestingly the original remains the most popular.

Good old *Sonic The Hedgehog* still has his fans, his classic Mega Drive debut rolls into the chart at a more than respectable number seven. Sonic's arch-rival, the moustachioed plumber Mario, also makes several appearances for Nintendo.

It's nice to see some golden oldies in there too. Classic games making the chart include old 8-bit favourites *Skool Daze* and *Manic Miner*, along with the 3-D space epic *Elite*. It's also fitting that *Space Invaders* – the game that kick-started the original videogames boom, should still be so cherished by gamers as we enter the 21st Century.



Millennium Games Awards

PlayStation titles highlighted

And the winners are...

1	GOLDENEYE	NINTENDO/RARE	N64
2	METAL GEAR SOLID	KONAMI	PSX
3	GRAN TURISMO	SCEE/POLYPHONY DIGITAL	PSX
4	TEKKEN 3	SCEE/NAMCO	PSX
5	TOMB RAIDER	EIDOS/CORE DESIGN	MULTI
6	RESIDENT EVIL 2	VIRGIN INTERACTIVE/CAPCOM	MULTI
7	SONIC THE HEDGEHOG	SEGA	MEGA DRIVE
8	FINAL FANTASY VII	SCEE/SQUARE	PSX
9	WORMS	TEAM 17	MULTI
10	DRIVER	GT INTERACTIVE/REFLECTIONS	PC/PSX
11	RESIDENT EVIL	VIRGIN INTERACTIVE/CAPCOM	PSX
12	FINAL FANTASY VIII	SCEE/SQUARE	PSX
13	ZELDA 64	NINTENDO	N64
14	STREET FIGHTER II	CAPCOM	MULTI
15	SUPER MARIO KART	NINTENDO	SNES
16	MARIO KART 64	NINTENDO	N64
17	QUAKE II	ACTIVISION/ID	MULTI
18	TOMB RAIDER III	EIDOS/CORE DESIGN	MULTI
19	TOMB RAIDER II	EIDOS/CORE DESIGN	MULTI
20	FIFA 2000	ELECTRONIC ARTS/EA SPORTS	PC/PS
21	SUPER MARIO WORLD	NINTENDO	SNES
22	GRAND THEFT AUTO	BMG/DMA DESIGN	MULTI
23	SILENT HILL	KONAMI	PSX
24	WWF ATTITUDE	ACCLAIM	MULTI
25	SUPER MARIO 64	NINTENDO	N64
26	TONY HAWK'S SKATEBOARDING	ACTIVISION/NEVERSOFT	PSX
27	FIFA '99	ELECTRONIC ARTS/EA SPORTS	MULTI
28	DINO CRISIS	VIRGIN INTERACTIVE/CAPCOM	PSX
29	SYPHON FILTER	SCEE/989 STUDIOS	PSX
30	TOMORROW NEVER DIES	ELECTRONIC ARTS/MGM	PSX
31	SOUL CALIBUR	SEGA/NAMCO	PC/DC
32	TOMB RAIDER: LAST REVELATION	EIDOS/CORE DESIGN	MULTI
33	COLIN MCRAE RALLY	CODEMASTERS	PSX
34	RESIDENT EVIL 3 NEMESIS	EIDOS/CAPCOM	PSX
35	TEKKEN 2	SCEE/NAMCO	PSX
36	GRAND THEFT AUTO 2	TAKE 2/DMA DESIGN	MULTI
37	DIE HARD TRILOGY	ELECTRONIC ARTS/FOX INTERACTIVE	PSX
38	ISS PRO EVOLUTION	KONAMI	PSX
39	TETRIS	VARIOUS	MULTI
40	COMMAND AND CONQUER	VARIOUS/WESTWOOD	MULTI
41	DOOM/DOOM 2	ID	MULTI
42	TIME CRISIS	SCEE/NAMCO	PS/ARCADE
43	SONIC ADVENTURE	SEGA	DC
44	HALF-LIFE	SIERRA	PC
45	POKÉMON	NINTENDO	GAME BOY
46	CRASH BANDICOOT 3: WARPED	SCEE/NAUGHTY DOG	PSX
47	GP 500	MICROPROSE	PC
48	SPACE INVADERS	TAITO	ARCADE
49	OUT RUN	SEGA	MULTI
50	SONIC THE HEDGEHOG	SEGA	MASTER SYSTEM
51	CRASH BANDICOOT	SCEE/NAUGHTY DOG	PSX
52	BANJO-KAJOOIE	NINTENDO/RARE	N64
53	SENSIBLE SOCCER	SENSIBLE SOFTWARE	PC/AMIGA
54	SECRET OF MANA	SQUARE	SNES
55	LMA MANAGER	CODEMASTERS	PSX
56	CHAMPIONSHIP MANAGER 3	GREMLIN	PC
57	CRASH TEAM RACING	SCEE/NAUGHTY DOG	PSX
58	HOUSE OF THE DEAD 2	SEGA	DC/ARCADE
59	SENSIBLE WORLD OF SOCCER	SENSIBLE SOFTWARE	PC/AMIGA
60	WORMS ARMAGEDDON	INFOGRAMES/TEAM 17	MULTI
61	MISSION: IMPOSSIBLE	INFOGRAMES	N64/PSX
62	READY 2 RUMBLE	MIDWAY	MULTI)
63	BUBBLE BOBBLE	TAITO	MULTI
64	CRASH BANDICOOT 2	SCEE/NAUGHTY DOG	PSX
65	SONIC THE HEDGEHOG 3	SEGA	MEGA DRIVE
66	ROAD RASH	ELECTRONIC ARTS	PSX
67	SEGA RALLY	SEGA	MULTI
68	DONKEY KONG COUNTRY	NINTENDO/RARE	SNES
69	TENCHU: STEALTH ASSASSINS	ACTIVISION	PSX
70	SOUL BLADE	SCEE/NAMCO	MULTI
71	ELITE	VARIOUS	MULTI
72	ISS PRO '98	KONAMI	PSX
73	STREETS OF RAGE	SEGA	MEGA DRIVE
74	THEME PARK	ELECTRONIC ARTS/BULLFROG	MULTI
75	V-RALLY 2	INFOGRAMES	PSX
76	LEGACY OF KAIN: SOUL REAVER	EIDOS/CRYSTAL DYNAMICS	PSX
77	STARCRAFT	BLIZZARD	PC
78	STAR WARS: EPISODE 1 RACER	LUCASARTS	MULTI
79	SPYRO THE DRAGON	SCEE/INSOMNIAC	PSX
80	SUPER MARIO BROS	NINTENDO	NES
81	TIME CRISIS 2	NAMCO	ARCADE
82	WWF WARZONE	ACCLAIM	MULTI
83	MANIC MINER	BUG BYTE	SPECTRUM
84	STREETS OF RAGE 2	SEGA	MEGA DRIVE
85	WORMS 2	TEAM 17	MULTI
86	WIPEOUT 2097	SCEE/PSYGNOSIS	PSX
87	PILOT WINGS	NINTENDO	N64
88	DUKE NUKEM 3-D	GT INTERACTIVE/3D REALMS	MULTI
89	TOCA 2 TOURING CARS	CODEMASTERS	PSX
90	WCW MAYHEM	ELECTRONIC ARTS	MULTI
91	DIDDY KONG RACING	NINTENDO/RARE	N64
92	GAUNTLET	ATARI	MULTI
93	JAMES POND	ELECTRONIC ARTS	MEGA DRIVE
94	SKOOL DAZE	MICROSPHERE	MULTI
95	SOUTH PARK	ACCLAIM	PSX/N64
96	LEGEND OF ZELDA: A LINK TO THE PAST	NINTENDO	SNES
97	TEKKEN	SCEE/NAMCO	PSX
98	1080° SNOWBOARDING	NINTENDO	N64
99	THE IMMORTAL	ELECTRONIC ARTS	MEGA DRIVE
100	SYNDICATE	ELECTRONIC ARTS/BULLFROG	PC/AMIGA

Next Millennium

You are cordially invited to attend the next Millennium Games Awards, planned to take place at the Pur Superdepdome on Stardate 3333.1 (aka 1 Feb 3333). Well okay, you and us may not be around to see them – unless we're sad cat heads preserved in jars – but maybe Pur will. In fact, we predict that by then the Pur Corporation, having bought out Sony, Time Warner, Microsoft in 2268, will be the dominant organisation in the universe. Devotees will worship at the sacred shrine of the four buttons (as old joypad) while chanting the mantra "There are no cheats for Gran Turismo 3000".

Obviously this can all be prevented with contraceptives, but what will videogames be like in the year 2000? Will the new PlayStation 312 be wowing players with its zillion polygons-per-nanosecond graphics and a Real Erotica Grip which sticks into your head and makes you cry if you lose? Instead, perhaps you'll be able to plug special cheat cards into a brain-computer so instantly make you the best player in the universe – well, as good as all the other people using the same system. And will archaeologists dig up an Evolution control system and wonder what the hell it was? Who knows? But we're sure videogames will still be around in one form or another. Here are some more sure-fire predictions for the next millennium...

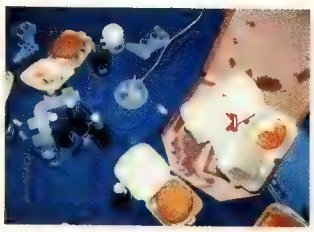
1. Sonic and Nintendo will finally admit defeat and stop making consoles.
2. Some people will still be having trouble getting past Road Rash IV levels.
3. Everyone playing will have one eye on the Planet Internet.
4. An ironic boy band will top the charts with an old [illegible]

Lock up your pets... here come

The Bloodhound Gang

New bands grilled, fresh gaming talent exposed, and plenty of rubbish talked... it can only be the return of the PLAY celebrity interviews. This month, we run riot in Paris with America's latest rap export – The Bloodhound Gang

Written By **Martin Klipp** Photography By **Paul Harries**



Long gone are the days of MC Hammer, a mild-mannered preacher who liked to rap in his spare time (before going on to a successful stint in telesales). Nowadays, rap is all about being foul-mouthed and dirty, or so it would seem, and if the album cover doesn't boast a 'Parental Advisory' sticker then it might as well be filed under 'easy listening' for all the respect it'll get on 'da street'. We featured an Exclusive interview with Eminem back in **issue 48**, and just when we thought that white boys couldn't better his talent for sprouting endless obscenities to a funky bass-line, along comes **The Bloodhound Gang**.

We met up with Jimmy Pop, Evil Jared Hasselhoff, Lupus Thunder and DJ Q-Ball on location in Paris whilst shooting the video for their new single 'The Bad Touch'. Born in the USA, this band are poised for success on this side of the big pond, but it's taken three albums to do it. They're mad, bad and exceedingly rude – hell we like them already, so what better way to get acquainted than a multiplayer game on Konami's brilliant *International Track & Field 2*. Right, let's get warmed up...

What's with the name 'Bloodhound Gang', are you trying to sound 'ard?

Jimmy We thought Wu Tang Clan, Dog Pound, Bloodhound Gang – it sounded pretty tough but in actual fact it was a cartoon back in the Seventies with this black kid and little girl with pig tails that would go around solving mysteries like 'the case of the missing ash tray'. But yeah, the name sounds pretty hard.

Yeah right! You don't resort to packing firearms like Puff Daddy allegedly does then in order to gain respect on 'da street'?

Jared I bought a gun when we were on tour, from a liquor store. I had it for about three days and man it was really cool, it wasn't loaded or anything but it looked cool and the guy's were freaking out. Most insistent was the tour manager who made me mail it home. The next night in Oregon we were out, and about twenty skinheads surrounded us, so the tour manager's like, "Jared, help!" We got out of it okay, but all I could say was you're the one that made me mail my gun home jackass!

"Put mics in front of five ugly guys and it turns them into babe magnets... Lucas had 76 girls last tour..."

If I had it we could have cleaned those skinheads out.

The new album is called 'Hooray for Boobies'. Who, in your opinion, has the best rack?

Jared Christy Turlington's got the best ever.

The current fave in the office is the delightful Britney Spears, weren't you impressed by her charms?

Jared No, not really. I mean her t*ts are nice but if she was paying all that money to have them done you would have thought she'd have had some liposuction on that gut of hers!

The guy that originally signed you was sacked after being caught in a three in a bed situation with Courtney Love and for being constantly drunk. Was he drunk when he signed you?

Jared Nah, I don't think so. At the time of being signed we put out a record independently which rapidly became the most requested track in America. So we had a whole bunch of labels wanting to sign us, we just chose Geffen.

Your gigs have been described as a mix between a mad 'Animal House' type frat party and a circus. It has also been said in the music press that you're natural born entertainers. Do any of you have any plans to take this career into television or movies?

Jimmy Well Jared has already had a small, or rather quick, film career.

As what?

Jimmy He got hooked up with a porn movie, I mean if you look at the guy he's probably the most likely to get hooked up with a porn movie out of the five of us. Anyway the story goes that he had this scene with these two German girls, he thought he'd get into character a little before the cameras started rolling. Unfortunately before the cameras stated shooting, he already had. That was Jared's short stand destined to go down in film history.

But why do porn flicks when you can fumble around with groupies, or is it just an industry myth?

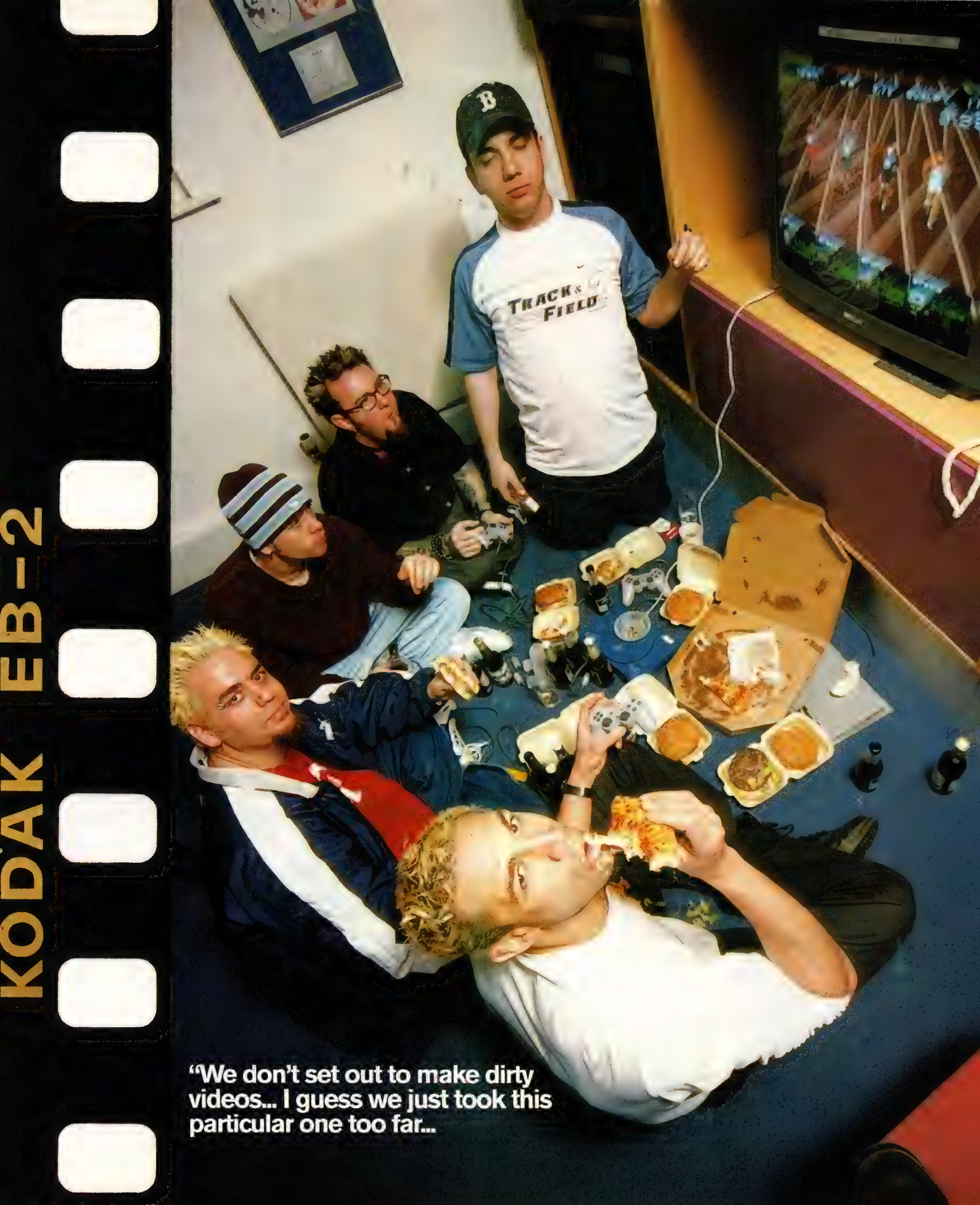
Jimmy Put mics in front of five ugly guys and it turns them into babe magnets, seriously man it's incredible – instant babe magnets. Lupus holds the record, last tour he had 76 girls. You should talk to the developers about making a game about groupies and include a breast-signing session, and the beer bottle rally. What's the beer bottle rally? Simple, you have to see how many bottles you can stick up... [Censored! – Ed]

Jared, you're famed for eating live animals on stage, is this true?

Jared It all started when we used to have these parties and this guy bet that he could eat a live bug and I couldn't, so we both did and it just kinda escalated. Pretty soon I was going to the pet store and buying live rats in boxes and daring people to eat them, then we were eating snakes and birds. I've even eaten a finch, and they're pretty big.

You sick puppy – rats? How do you manage that?

Jared There are two ways. You can either drown them in beer first, or my personal favourite is to stun them by smashing them on the drums. You know ▶



"We don't set out to make dirty videos... I guess we just took this particular one too far...

Competition

Before we left the band, we bundled Jared into a French restaurant, beat him up and stole his *International Track & Field 2* training vest, but not before getting the rest of the band to sign it exclusively for one of our loyal readers.

All you have to do to win Jared's vest and a copy of the album 'Hooray for Boobies' is complete Bart Simpson's famous catch phrase and send your entries to Bloodhound Competition, PLAY Magazine, Paragon House, St Peter's Road, Bournemouth, Dorset BH1 2JS.
All entries by 12 April 2000
And the catchphrase is...
"Eat My... "

•'Hooray for Boobies' the Bloodhound Gang's third album is out now on Geffen Records.

"We were eating snakes and birds. I've even eaten a finch, and they're big..."

▶ they're stunned when their eyes start darting from side to side, then they're ready for consumption.

Just for the record, what does rat taste like?
Jared Like chicken.

The video for your last single, *The Bad Touch* was ridiculous. Jumping around dressed as daft dogs, what was the reasoning behind it?
Jimmy The record company basically gave us $150,000 so we just decided to put all our efforts into seeing what the stupidest things we could do with the budget were.

But surely you must have realised that the original version would never be shown on television?
Jimmy Censorship was always going to be an issue, but in reality the country that gave us the most hassle was Sweden, which was kind of a shock because they're usually really liberal.

What did the Swedes object to then?
Jimmy Well, there are monkeys f**king at the beginning. We don't set out to make dirty videos but the directors we use are friends of ours and they know what we like. I guess we just took this particular one a little far. I still think the concept of dressing as chimps, trashing Paris and p***ing-off French people was pretty cool though.

So how did you get away with filming it?
Jimmy The French took loads of breaks. Usually you film, take an hour for lunch and film some more, but they took, like, 14 hour days so they had loads of breaks. It was just a case of us telling them we wanted to go and film ourselves dressed up as chimps f**king each other in front of the Eiffel Tower. Naturally they said no, so when they took one of their many three hour lunch breaks we'd sneak down to the Eiffel Tower and film. It was just s**t like that.

What about the French girls, we heard rumours that one of your mob was stalking one of them?
Jared Yeah, Jim knew one of the girls. The story goes back a couple of years to when we played a gig in France and Jim started chatting up this girl and she knew from the minute he laid eyes on her that she was going to play him for a fool. So for the next four years Jim's been calling her and going over to see her, without getting anywhere. So now he figures that we're in this big band so he might have a chance. The video for 'The Bad Touch' came up, so he drags all of us and a film crew over to Paris, a place we didn't really want to go, spends $500,000 just to cast her in the video and then, just then, he might be able to get into those French panties of hers.

Did all that hard work pay off?
Jared That's the thing. We were stuck in France for five days and then she shows up to the shoot with her boyfriend and then they start French kissing in front of Jimmy!

So no more stalking then?
Jared Well, he made a deal that if the girl did appear in the video then he would stop stalking her, but he broke the deal, so I guess he's still trying it on with her.

We're playing Konami's *International Track & Field 2*, but to be honest none of the band have put in any medal-winning performances as of yet. Have any of the band achieved any previous sporting acclaims?
Jared Well Jimmy and I went to the same school, but we just did the usual physical-education stuff. Lupus is the only one to boast any sporting prowess, he played football at college.

You do of course mean American football not proper football?
Jared Yeah – American college football. I know, it's not exactly cricket mate, but you get to use your hands!

Ours are constantly clenching joypads. Does your PlayStation come on tour with you?
Jared We've usually got one on the bus if not then we bring our own. Sometimes we're lucky and get one, other times we get lumbered with a Sega Genesis (Mega-Drive) or an Atari 2600. It's like a box of chocolates – you never know what you're gonna get.

Very profound. What is your favourite console game?
Jared When I was younger my first taste of gaming was a game called *Dig-Dug*. Then I moved on to *Elevator Action* and *Spy Hunter*. Do you remember *Airwolf*? That was a great one, I loved that game.

How could we forget, although that theme tune did tend to get on our nerves after a while. Can you think of any videogame characters that the band share characteristics with?
Jared Lupus would be Pac-Man because he eats everything, Jimmy would be Sonic, and Billy would be Lara Croft, just because of breast size. Personally I'd be the uncoordinated big guy from *Dragon's Lair* because I'm kind of big and clumsy.

You obviously know your games, so what do you think of this one?
Jared The graphics are pretty smooth, nearly as good as the arcade version. All the mannerisms are really realistic, although it's a real shame you can't hear any of the weight-lifters fart!

Yes, that was one of our criticisms, but how does it play?
Jared There are loads of events but we couldn't really get to grips with the whole co-ordination thing. I think the Japanese will be really good at it with their little fingers, but it is good fun to play with a group of people.

Apart from the lack of decent body omission sounds, what do you think the rest of it sounds like?
Jared How much sound can you really have on a game like this without detracting from the gameplay? The sound effects do the job. All those electronic sports tunes work well with the game.

Will you be requesting a copy of *International Track & Field 2* to go in your tour bus then?
Jared It's a pretty cool game, I guess it depends how drunk you are but it's competitive, realistic and fun just like us. So probably, yes.

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100% PlayStation 0% fair

PowerStation

ISSUE 46

PlayStation A-Z Of Tips &

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The essential guide to everything PlayStation2

PS2

PLAYSTATION2

Titanium Angels
Heaven's on Earth with a sci-fi Nikita! Exclusive info

Dark Cloud
Play God on the videogame system He'd choose

Extermination
Eliminate the competition with DeepSpace Inc.

DRIVING EMOTION

It's another PS2 driving game, but by Square!

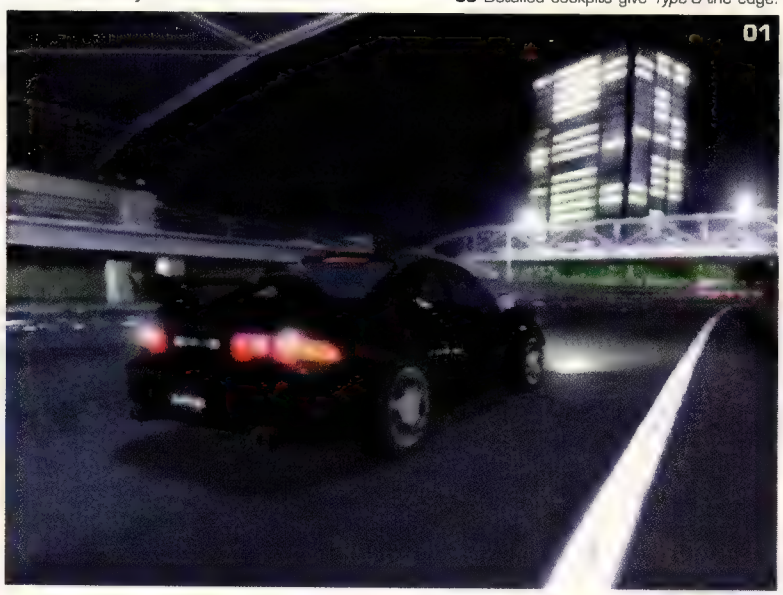
PS2 PLAYSTATION 2

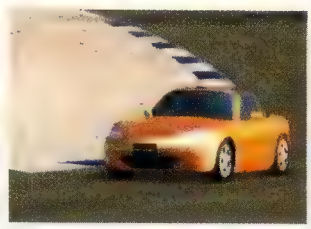
Weblink **www.squaresoft.co.jp**

Publisher **Square** Developer **Escape** Release Date **June 2000**

Written by **Graeme Nicholson**

01 Polyphony Digital isn't the only team that can make cars look real. **02** Get some practise. **03** Detailed cockpits give *Type-S* the edge.





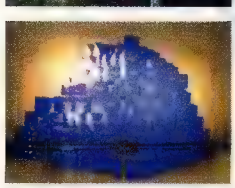
DRIVING EMOTION TYPE-S

The PS2 garage expands with another gorgeous racer.

PS2 PLAYSTATION 2 **start**

There was much new PS2 material to be seen this month, courtesy of PlayStation Festival 2000 in Japan. PSF2K (we have the worst acronyms in the world!) was a chance to see, touch and play with all aspects of PS2 for the last time before Sony starts shipping units to retail. Even the final packaging was on display, alongside PS2s running *The Matrix* DVD with flawless integrity. Many new games were announced, and new screenshots released. We've collected the pick of the crop over the next few pages, for your pleasure.

[graeme nicholson]



Advance **Report**

NEXTGEN
- Square can afford to be picky – it doesn't publish bad games.
- Only PS2 racer with cockpits
- Super effects.

LASTGEN
- Not as many cars as GT2000.
- That's it

Being published by one of Japan's most respected videogames companies, the future is already bright for *Driving Emotion Type-S*. As hinted by the tentative title, the game is being designed to work in perfect harmony with the powerful new technology present within PS2, namely the Emotion Engine chip at its core. A major feature of the chip is its ability to calculate all sorts of real physics events which generally have to be 'cheated' in current software due to their performance-sapping complexity. As all human feedback about how a car drives comes from the physics at play, it should be possible to produce a game on PS2 that feels unquestionably real. This is the goal of Escape, developer of *Driving Emotion Type-S*. True feeling, true sensation of speed, true racing tension.

Works in perfect harmony with the Emotion Engine...

Of course, you can't expect someone to play your game just for the kick they'll get out of the advanced maths going on. It's got to look good too, and you already know how capable PS2 is in the graphics department. There's more shiny paint than they use to spray the Golden Gate Bridge, but then that's rapidly becoming a standard requirement in PS2 racing games. What sets *Type-S* apart visually are its fully detailed interiors, visible through the glass or, best of all, in the cockpit view where all the little fittings can clearly be seen – a feat too dependent on resolution to work well on the old PlayStation. Everything's where it should be inside licensed cars from Japanese auto giants like Toyota, Mazda and Mitsubishi, recreated to the same exacting standards as the real racing circuits of Suzuka and Tsukuba which also appear in the game. *GT2000*, *Ridge Racer V* and now *Driving Emotion* – racing fans never had it so good!

anticipation ★★★★★

PlayStation titles to keep you occupied until then...

RIDGE RACER TYPE 4
PLAY 47 Rated 92%
With the distinct handling of the *RR* games, this should get you prepared.

GRAN TURISMO 2
PLAY 59 Rated 92%
Why not get used to life in the fast lane with the best racing game around?

Weblink **www.sci.co.uk**

Publisher **SCi** Developer **Mobius** Release Date **Autumn 2000**

01 I know what you're thinking, but the babies would be grotesque – she's not human you understand.

Written by **Graeme Nicholson**

02 Carmen's ready for action, and Titan looms in the background. **03** She's about to have a very bad day.

TITANIUM ANGELS

In the future, professional assassins are foxy chicks.

Advance **Report**

NEXTGEN •Finally an alternative to Lara bloody Croft
•First big shooter on the console.

LASTGEN •SCi made *Carmageddon* too

Not all the coolest leading edge PlayStation2 software is being conceived and constructed in the machine's homeland of Japan. Okay, so most of it is, but there's an exception to this rule. Gruesome cyberpunk action spectacular *Titanium Angels* looks set to bring some well needed grit to the PS2's first year, and it hails not from the technological Mecca of Tokyo but the shady streets of Leeds, where the game's development team, Mobius, is based.

The story of this futuristic shooting extravaganza revolves around Carmen Blake, a hard-as-nails bounty hunter with a penchant for danger and a fetish for weaponry. When she takes on the routine assassination of a military dictator as her latest money spinning mission, she expects to be back in time for lunch. The demands of an exciting videogame plot take over however, and she ends up at the centre of a violent dispute between three opposing alien races! Lots of gooey mutants to slay then. Assistance comes in the form of Carmen's 'intelligent assault vehicle' Titan, an agile mechanical critter that looks a bit like a metal spider. On her own, Carmen is no slouch. She can somersault around in the Croft style, plus delve into her weapons expertise to operate such fun toys as trip mines and sniper rifles. With the promise of thrillin' killin' mixed seamlessly with puzzle, platform and stealth sections, *Titanium Angels* could take PS2 by storm.

She can operate such fun toys as trip mines and sniper rifles

Above With armour like this, trusty old Titan should keep you safe and warm. You can live to assassinate politicians another day!

anticipation ★★★★

PlayStation titles to keep you occupied until then...

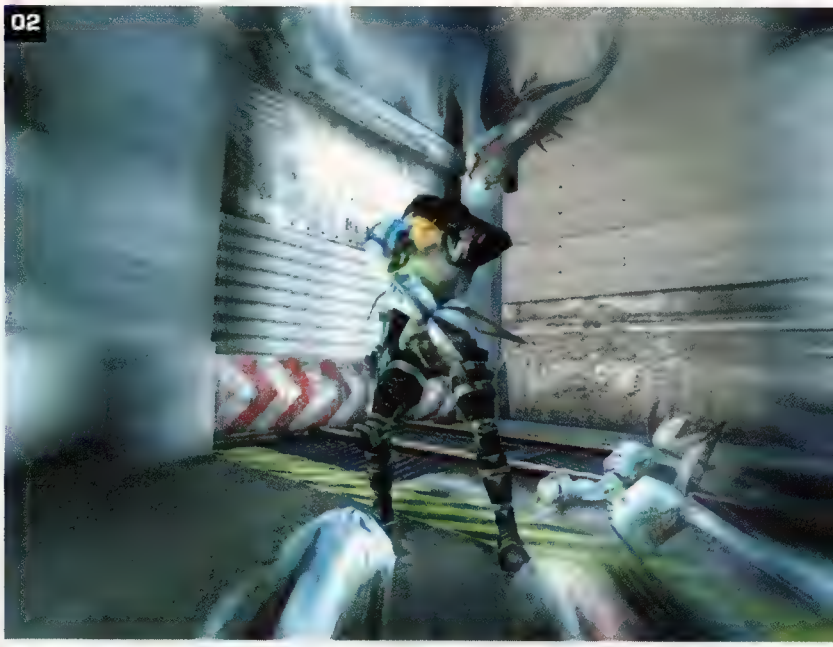
SYPHON FILTER 2
PLAY 60 Rated 93%
Brilliant objective based third-person shooter, with cool sniper rifles too!

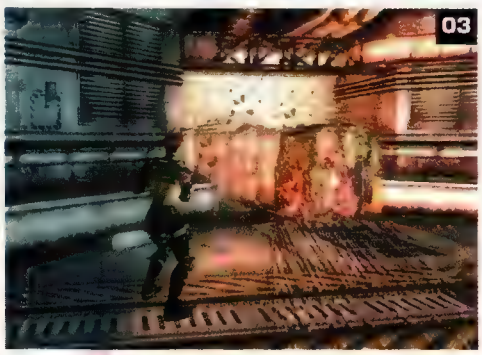
TR: LAST REVELATION
PLAY 56 Rated 90%
If mean females with guns are your 'thing', Lara's still around.

Weblink **www.playstation-europe.com**

Publisher **SCEI** Developer **DeepSpace Inc** Release Date **TBC**

Written by **Graeme Nicholson**





01 True colour, motion blur, light sourcing, gruesome horror. Enough said. **02** We may not know what our hero's attackers are, but we know we want them dead. **03** An explosion from a concealed entrance. Presumably this is where the 'panic' starts.

04 "You like that, huh? You like that?" Run around firing-off automatic weapons without the threat of police interruption, yelling and killing mutants. A truly blessed life.

EXTERMINATION

Service guarantees citizenship! The only good bug is a dead bug!

Advance **Report**

NEXTGEN
- First game of a new genre
- Stomach churning gore. *RE* fans!
- Teaches violence to solve problems

LASTGEN
- Bloke is a bit chunky for PS2 wonderware.
- Very early. Could still suck

These bizarre Japanese-English definitions just keep catching on. Capcom gave us 'survival horror' and kept plugging away until it became the name of a genre. DeepSpace Inc, developer of the just-announced *Extermination*, tells us their gorgeous new creation is in fact a 'panic action' game. Fine, call it what you want, we just want to play it!

Adopting the tracking camera third-person view of games like *Syphon Filter*, this creature cruncher is high on the desirability scale. There is much in the way of automatic firearms, and the the main character is able to perform the sort of quick-reflex actions often omitted from games of this type.

Both internal and external locations feature. On one level, our man could be seen braving the deep frosty fog of a landscape covered in snow drifts, while on another he was making his way hastily through a metal warehouse letting rip with his tasty sub-machine gun.

Up close, the 3-D models are not quite as polished as many of the first offerings on PS2, but it is early days yet for *Extermination*, and we know DeepSpace Inc has sights set on stellar presentation after seeing the quality FMV in the game. Time will tell!

anticipation ★★★★

Above What is the secret behind these interplanetary beasts, bent on our destruction? Modern science lends a hand.

PlayStation titles to keep you occupied until then...

RESIDENT EVIL 3
PLAY 50 Rated 90%
The last word in horror, a highly recommended genre classic.

SYPHON FILTER 2
PLAY 60 Rated 93%
Reviewed this issue, one of the last great PlayStation1 games?

DARK CLOUD

Written by **Graeme Nicholson**

Play God on the videogame system He'd choose...

ⓘ Publisher **SCEI** Developer **SCEI** Release Date **Summer 2000**

01 Every monster and all objects present on screen are shaded while the game is running according to local light sources. With millions of colours, this technique finally works like it's supposed to.

Advance **Report**

NEXTGEN •Amazing visuals to complement new gameplay.
•Reportedly massive adventure areas.

LASTGEN •May just be a graphics showcase.

Cleverly reinventing the 'God sim' as a third-person adventure game, Sony is thinking big with this brightly lit beauty. Your task is to find a safe new location for the main character's idyllic floating village, where it can be set down and then manipulated from within. First you've got an evil empire to deal with while you try to build the place up and make it a respectable town to live in.

Though you run around on screen and get into all kinds of personal battles, *Dark Cloud* in practice plays at times like the classic *Populous* titles. The community's got to be kept in shape and improved over time, or withstanding the attacks from a malignant colony of nasties will be an impossible feat. What we know for sure is that it looks scrumptious!

anticipation ★★★★

SKY SURFER

Written by **Graeme Nicholson**

If those Pepsi Max guys were still around, they'd love this.

ⓘ Publisher **Idea Factory** Developer **Rorikon Games** Release Date **March 2000**

Advance **Report**

NEXTGEN •Smart new idea for a smart new console
•Lovely scenery.

LASTGEN •Just a bit of a *Pilot Wings* derivative.

We need another snowboarding game like a hole in the head, but the optically pleasing *Sky Surfer* seizes the changeover in technology as the perfect time to spice up the genre.

See, you don't tumble clumsily down an icy hill, stealing brief moments of airborne glory from the lip of nature's insubstantial ramps; you get tossed out of a plane at 15,000 feet with a snowboard strapped to your feet and a parachute stuck to your back, and you've got the time between the plane and the ground to display the most impressive array of extreme sports stunts ever devised.

Performing difficult athletic tasks while plummeting to earth at potentially fatal speeds can be a high pressure situation, and one that doesn't lend itself to artistic physical freedom. Help is at hand is a smart Practice mode, where you can rehearse some clever contortions while hovering only a few feet from the ground, held in the air by one of those massive fans dug into the ground that formation skydivers use to practice in real life.

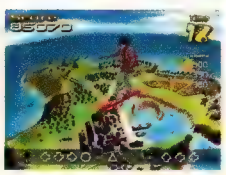
Above You know what they say: no guts, no glory. But this is taking things a bit too far, isn't it? I mean, jumping out of a plane? It's too much. Really.

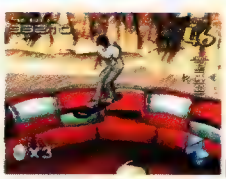
The most impressive array of extreme stunts!

You'll be forgiven for picking up a bit of a *Pilot Wings* vibe when you see *Sky Surfer* in action, as there are quite a few similarities in its appearance. Most notably, the beautiful shimmering landscape that looms beneath your flailing character looks almost identical, only in higher resolution than N64, naturally!

anticipation ★★★

01 You haven't seen scenery this nice on your TV since they stopped showing *Real World Hawaii*.





⏭

INCOMING

ALSO IN PRODUCTION FOR THE PLAYSTATION2...

GT2000

ⓘ Publisher **SCEI** Developer **Polyphony Digital**
Release date **March 2000**

One more bonus of PlayStation Festival 2000 was the release of yet more advanced playable *GT2000* code, showing a positively scary amount of graphics power with its drool-worthy shiny cars. See news for all those delicious pictures.

The pin-sharp replicas of many production cars are making the just-released *GT2* look wildly outdated, such is their magnificence. The sunlight that beams between the buildings hits the glossy paint and reflects accordingly, the cars heave around heavily on their realistically calculated suspension, and there's not a hint of graphics break-up. Must have it. Truly, madly, deeply.

anticipation ★★★★★

PRIMAL IMAGE

ⓘ Publisher **Atlus Software** Developer **Atlus**
Release date **March 2000**

You

anticipation ★★★★★

ETERNAL RING

ⓘ Publisher **From Software**
Developer **From Software** Release date **March 2000**

While the title hints at a game based purely around the hearing disorder known as tinnitus, *Eternal Ring* appears to have big plans to revolutionise the RPG genre. The brief? A 3-D, real-time role-playing game to stamp out any reasoning that says, 'it's worth keeping hold of my old N64 just for *Zelda*'. If it makes launch as planned, *ER* will become the first RPG on PlayStation2, which practically guarantees it two million sales immediately from every Japanese gamer who buys the console! You conduct your business in a first-person view, meaning you have to physically track an enemy as they move and have a go at them, rather than simply choosing a spell from a menu.

anticipation ★★★

PS2 FAQ

- Autumn 2000 in the UK. An exact date has yet to be confirmed.
- In Japan, PS2 will cost the same as PS1 on launch, so expect £250 which will progressively come down over time, just like the original.
- The Japanese release date is 4 March 2000, but expect import prices during week one to be astronomical – a sell-out is expected so any UK import machines will cost £650 and upwards. It's also worth remembering, PS2 software will be country protected and it's likely to be a lot more difficult to 'chip' than PS1. Moreover, DVDs are country protected too, so you may need two 'chipping' operations.
- Yes. And with support for DTS it's clear Sony aren't skimping on the specs. If you're thinking of buying a cheap DVD player then it's definitely worth waiting for PS2.
- Yes. Sony first claimed it would be 100% compatible, but have recently let slip about certain titles being incompatible. We'll publish a full list when we have it. Some old games will apparently be enhanced. On a more positive note, old PlayStation controllers, memory cards, and even Japanese import PocketStations will work with PS2.

BILLIARDS MASTER

ⓘ Publisher **ASK Kotensha** Developer **ASK**
Release date **March 2000**

Listen, we know you're not turned on by billiards. Neither are we. ASK Kotensha's new game is actually fairly nice. Sorry, but it's true. As demands on graphics and animation are very low when it comes to pool and snooker videogames, they look all the more amazing when you pour computing resources into them. *Billiards Master 2* looks better than real. The billiard balls are high resolution, ray-traced objects that give the convincing impression of hard, cold, polished ivory, and the totally accurate physics of their motion are child's play for PS2's monstrous brain. Add in turtion from a billiards professional and the fact that it's available at launch and you've got a sweet game worth considering.

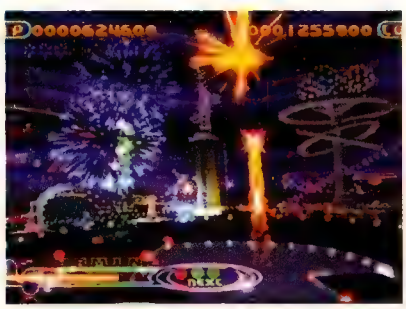
anticipation ★★

STEPPING SELECTION

ⓘ Publisher **Jaleco** Developer **Jaleco**
Release date **March 2000**

Dance with Britney Spears? SOLD! Making the next leap for games like *Dance Dance Revolution* is dancing sensation *Stepping Selection*. Not only does this light hearted party game feature top pop acts such as Miss Spears, it has their full videos too! While you stamp out the dance steps as described on-screen, using the special compatible mat (which costs just ¥6,800 extra) you can ogle the forbidden desires of the famous *Baby One More Time* cut at the same time! *Stepping Selection* also boasts the marvellous talents of Steps and Backstreet Boys. Amateur footage fills in for those songs that don't have the original videos though...

anticipation ★★



FANTAVISION

ⓘ Publisher **SCEI** Developer **SCEI**
Release date **March 2000**

Nothing could be more obvious: *Fantavision* is clearly a title produced by Sony to show off a range of PlayStation2's spiffing special effects. The game will be available for software hungry fans from the day of launch too, and will scoop many sales from tech bods who just want to witness the power of PS2. You've got to admit, it looks beautiful. All you have to do is detonate firework gems in the right order, which results in impressive fireworks being fired into the night sky, combining into an enormous continuous display. A detailed, moving city, complete with traffic and office lighting from windows, is the background to a spectacular and explosive display of colour.

anticipation ★★★★

NEXT MONTH

STREET FIGHTER EX3
Better than *Tekken Tag Tournament*? If the reports from Japan are to be believed then this could be massive!

ISS PRO 2000
What does the future hold for the best football series ever? We chat exclusively to Konami to find out!

GT2000
Played to perfection! We report back from Japan with loads more pictures and essential information!

PLUS...
Dead Or Alive 2 – how does it compare to *Tekken Tag*?

the games

The greatest guide to PlayStation games in the world

guide to the grades

We scrutinise all the games thoroughly, playing each for hours, even days, on end. Then we all get together to discuss the review scores. The individual reviewer also nominates their own personal category for each game. Game elements are scored out of ten, and the game is given an overall rating out of 100%.

91-100

If a game scores this highly it's an essential purchase and receives the 'PLAY Classic' logo as a stamp of approval.

85-90

We recommend these games as they are fun, lasting and value for money.

76-84

A decent, solid and dependable game which offers good value for money and won't disappoint fans of the genre. There are some flaws, but nothing too serious. Well worth considering.

51-75

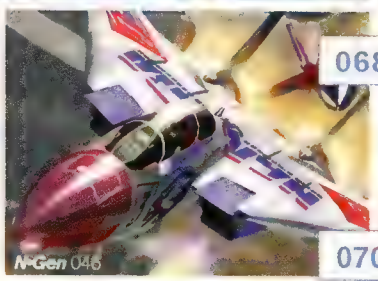
These are average games that may be entertaining but are fundamentally flawed or don't have any lasting appeal. Genre fans might like them.

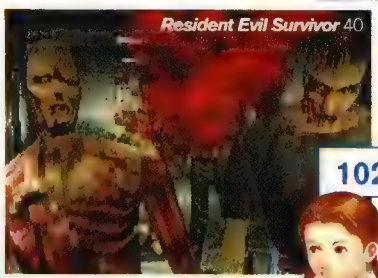
36-50

Games that should be avoided by everyone except die-hard fans and masochists.

0-35

Complete tripe. Be warned, these are games that are liable to induce severe depression!





038 WorkStations

Our regular dive into the development world to view what's going to be the next big thing. Check out these in-depth reports...

038 Colin McRae Rally 2.0
040 Resident Evil Survivor
044 Nightmare Creatures II
046 N-Gen

032 Review Section

Thinking of buying a game? WAIT... at least until you read what we've got to say about it first. Here is what's on offer this month...

032 Syphon Filter 2
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054 Fear Effect
056 Hydro Thunder
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The rest of this month's official releases with at-a-glance opinions from our panel of experts!

068 Psychic Force 2
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069 Cricket 2000

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Obscure delights from the wonderful world of NTSC gaming all compacted for your pleasure!

070 Chaos Break
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Previews of all the hottest forthcoming games that are coming to a console near you, soon!

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106 4X4 World Trophy

Playlist on page 116 features the biggest game ever reviewed in PLAY.

PLAY ICONS

These symbols tell you about the number of players and whether or not you can use a specific device with the game. PSX steering wheel or the Negcon joypad come under steering/analogue.

Mouse compatible eg *Theme Park*	One Player Only eg *Resident Evil 2*	Multiple Players eg *ISS Pro '98*	Steering/ Analogue eg *Gran Turismo*	Multi-Tap compatible eg *Micro Machines V3*	Uses A Memory Card (for save games)	Split-Screen Mode eg *Ridge Racer Type 4*	Link Cable Compatible eg *Formula 1* *Wipeout*	Light Gun Compatible eg *Time Crisis*	Dual Analogue Compatible eg *Ape Escape*

MORE Sony online www.playstation-europe.com

release date 31st MAR

You only live twice!

Syphon Filter goes multiplayer...

Syphon Filter 2 **has incorporated a two-player death-match mode! Presented in the third-person, the death-matches allow you to play any of the characters from the game, but most of them, as well as most of the locations, have to be unlocked. Not only do locations from *SF2* appear, famous locations from the original also make an appearance including the maze in Congress Park and the jungle gym where Gabe had to up-load a satellite receiver.**

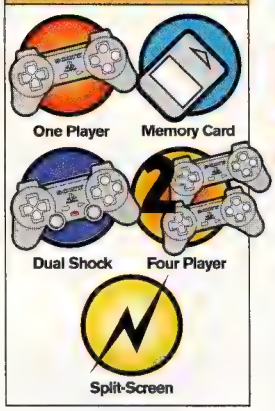
The death-match is nothing compared to the likes of *GoldenEye* (that old industry benchmark) on Nintendo 64, which remains the last word in multiplayer action on the console market (still!) but it's still a rollicking romp nonetheless and it's great fun to mess around with a mate in the fab locations...

Syphon Filter 2

PLAY INFORMATION

Official PAL UK

Contact 0881 505505



(Below) Women and firearms: a potent combination indeed.

AS UNEXPECTED AS IT IS WELCOME, GABE LOGAN RETURNS IN SYPHON FILTER 2. STRAP YOURSELVES IN, THIS IS GOING TO BE ONE HELL OF A RIDE!

It seems 989 Studios, developer behind the phenomenal *Syphon Filter*, has let all this espionage tomfoolery go to its head. As if emulating Gabe himself, a copy snuck past security, through the laser trip wires, shimmied up the elevator shaft and landed on our desks. Where the hell did it come from? A mere month ago the rumours began circulating about its existence and a handful of dodgy screenshots surfaced with very little credibility, but sure enough, here lay the sequel to the sleeper hit of the century. Think quick and act fast because this, just like the shadowy original, is one hell of a game!

Metal Gear Syphon

The last we saw of Gabe, the Alec Baldwin of counter-terrorism, he had just been through hell and back... and then back in again for good measure. Under orders to eliminate the Syphon Filter, a virus with an extremely bad temper, Gabe butchered and shot his way to the heart of the terrorist stronghold, clambered around atop cathedrals in true Lara style, fought off Apache helicopter pilots with air rage and proved himself to be much more than the Solid Snake wannabe he initially appeared to be. Now, with a data disc secured upon his person containing information about a possible anti-virus and classified information that will blow the whistle on the culprits, Gabe is flying to Washington. As if!

Before he can say, "I think it was old Mr Johnson the creepy caretaker!" two jet fighters blow the Hercules plane out of ▶

DID YOU KNOW?

- The only virus to be eliminated entirely is Smallpox.
- It is believed that many new viruses emerge from the rainforests. As we encroach upon new species we unleash new bugs!
- Viruses work by attaching themselves to healthy host cells and impregnating them with thousands of identical offspring. When they grow, the host cell bursts and releases the thousands of new-born viruses.
- There is a game called *Virus* in the shops. Avoid it like the plague!

Gabe Logan gets by with a little help from his friends.

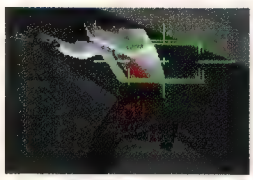
Written By Ben Lawrence

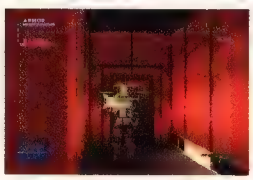
THE
BIG
GAME

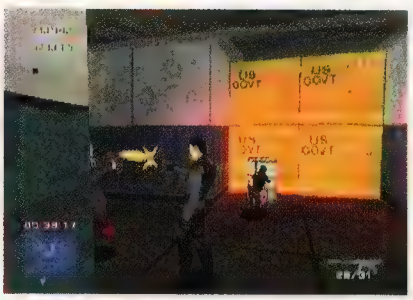
The original rip-off

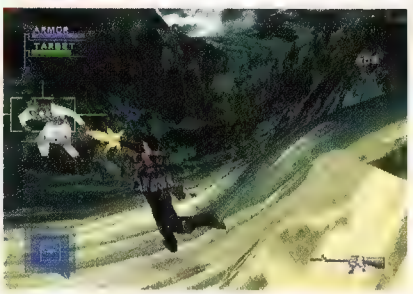
Syphon Filter V1

Just as this sequel sprung onto our laps, the original was an equally as surprising release. Coming so soon after Konami's benchmark espionage game, *Metal Gear Solid*, the original *Syphon Filter* always had an uphill struggle ahead of it to impress the gaming masses. In the end, its immense challenge, hefty arsenal of weapons and wicked head-shots paid off. A hit!





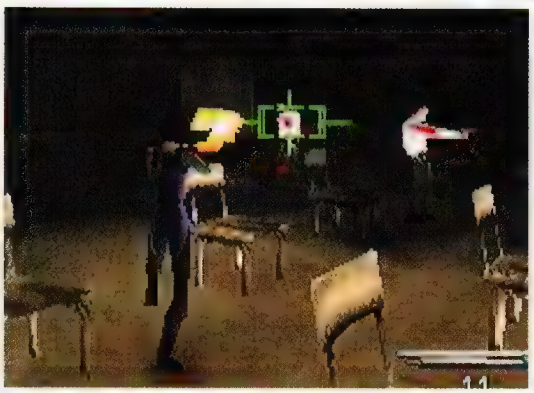


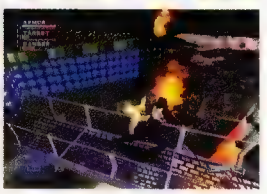


(Above) The routine dispatching of henchmen can be done with pin-point accuracy when you switch to the first-person view.

▶ the heavens and Gabe, along with a dozen bewildered GIs on their way back to 'Mom', are laying face down in snow on a Godforsaken mountain.

Plunged head-long into the action, ill-equipped and with no backup, the action is unforgiving from the outset and doesn't relent for a second. If you haven't experienced the original you will be like a lamb to the slaughter. Unlike the first game where you were given a relative upper-hand to break you into proceedings, if you don't get busy thinking on your feet and improvising you're as good as dead. This fugitive trend flows throughout the game because there's another piece of bad news: you've been framed. The government, CIA, FBI, agency people and terrorists are all after your butt and no bugger but your gun (should you find one) is going to help.

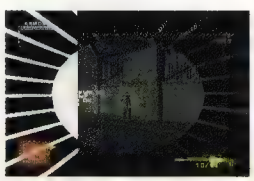




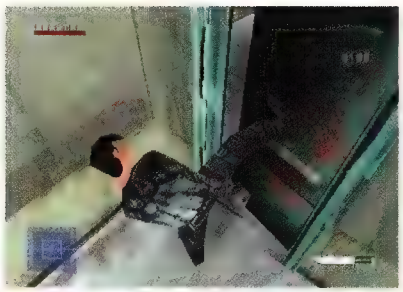
Live Croft

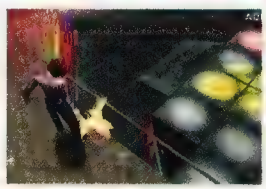
Lian Xing, your trusty helper, is also back but this time she is a fully playable character and as the plot contorts and switches from Gabe on his mountain to her waking in a biochemical laboratory, it becomes clear *Syphon Filter 2* is two separate stories expertly woven together. Controlling Lian acts more as a device to push the plot forward and handles no differently from controlling Gabe's destiny, but her appearances in the proceedings are superb.

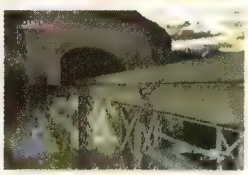
Gabe is no longer the centre of attention in *SF2*, often sharing missions



(Right) Quick fire automatic aiming is always on hand for those frantic, terrorist packed locations. Start kicking asses and taking names, as they say.







(Left) Without the auto-aiming, picking-off those cowardly terrorists would be tough. Just aim for the head and it's easy.

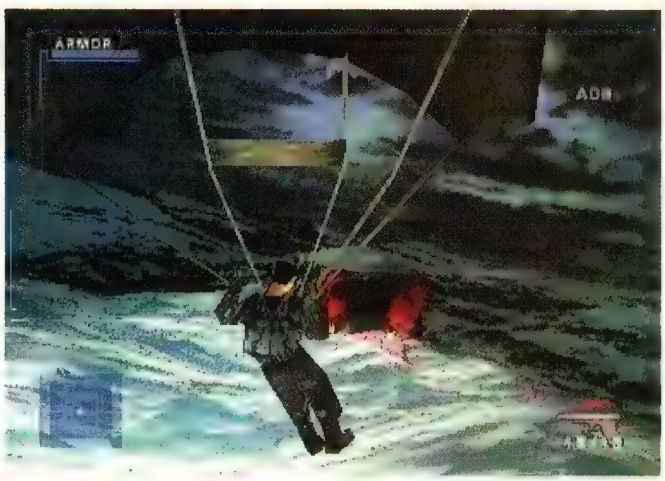
Better than Bond

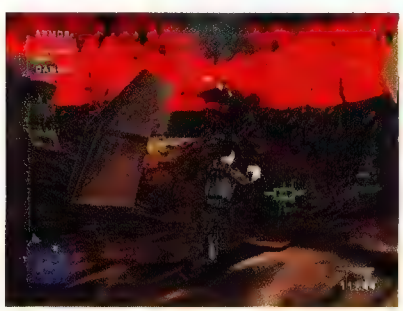
They're not the most complicated puzzles you'll encounter in a videogame, but that's why the excitement factor never lets up and you constantly fear for your fragile life! The balance is just about perfect with the action – undoubtedly better than Bond! (*Tomorrow Never Dies*)

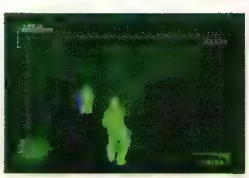
"Silent, sweaty-palmed moments grab you like a vice and steal your breath..."

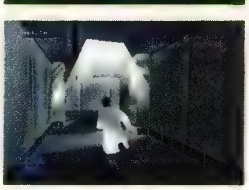
with a CPU ally or escorting injured GIs through a warzone. An equal amount of gaming time is also spent with the two busty femme fatales that aid you in your quest (the second being a Russian agent). Thankfully they're a feisty pair of lasses, proving themselves as lethal field operatives. They take great pleasure in popping heads open and filling dastardly agent's bellies with lead in some of the truly disturbing missions that make up *SF2*. Stealth once again plays a major factor in gameplay and it is Lian who has the Lion's share of snooping about. On these sneaky missions, rather than killing evil-doers, you spend time running around with a poncy hand taser, jolting unsuspecting guards up the arse then scampering into the shadows hoping not to be seen.

As with the first game it is the boys who get the majority of the fun, with Gabe destroying thousands of dollars worth of property with nothing more than a nonchalant flick of his Elvis quiff. The blend is perfect, throwing you ▶









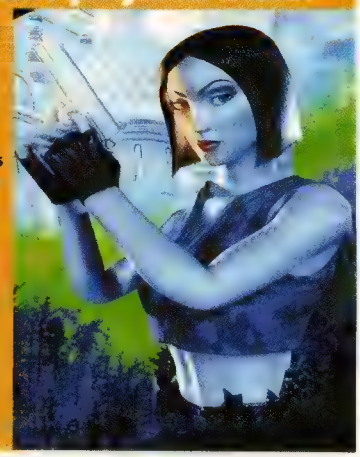
(Above) Sure, it may look like a marital aid, but it's really a terrorist toasting flame-thrower! Eat gasoline death!

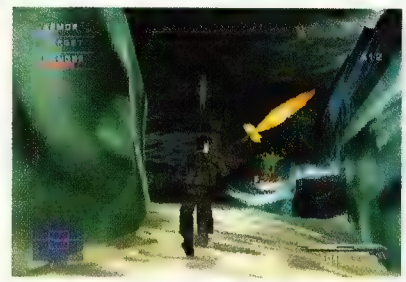
I feel like a woman

Introducing the new playable babe!

We've all had Lara (in a gaming sense you understand!) so it's refreshing to have a new girly character that isn't afraid to break her nails getting stuck into the action. *Syphon Filter 2* features Lian (the women that barked orders to Gabe through his earpiece in the first game) as a playable character. In fact, she features more heavily in the game than Gabe and is a cracking shot with any firearm you'd care to place in her slender hands.

Could this be the start of a beautiful friendship between gamer and game girl? We certainly hope so, because if this sequel is anything to go by then a few more installments will be welcome – especially on PlayStation2. Keep 'em coming!





Nasty rash?

Being the caring types that we are, we consulted our medical A to Z and have scoured the pages to bring you all the latest gossip on the fascinating world of incurable, ghastly, death-bringing viruses. If you recognise any of these symptoms then you're screwed!

Maybe I've got... Smallpox!
The symptoms of 'the speckled monster' appear suddenly and include a high fever, chills and rupturing of the prostrate gland. Nice. After two to four days of incessant sickening chills the fever gives way to an all over rash which even spreads inside the mouth and eyes, subsequently covering the whole body. The rash soon turns into attractive skin lesions which evolve into pustules that finally dry into scabs. Soon after this you're a corpse that looks a bit like a past-its-sell-by-date potato.

Maybe I've got... Ebola!
Nice one this! Four to ten days after contracting the virus, chills, fevers, headaches and loss of appetite set in. After a short while, as the virus begins eating you from the inside out, vomiting, diarrhoea, chest pains and bleeding from the eyes, nose, mouth, ears and arse occurs. Tasty! The blood then fails to clot and you die from severe blood loss as it seeps from every orifice your sad carcass possesses.

Maybe I've got... Marburg!
Named after the German town where it first appeared the symptoms begin with flu-like fevers and shivers. Fear not though, things take a turn for the worse after just four weeks! Skin tissue breaks down and spontaneous bruises appear across the whole body. These are quickly followed by hours of intense pain as you vomit your own stomach up in a froth of green bile and blood. Next to go is your sight after your eyes flood with blood and eventually, as with Ebola, blood oozes through your skin leaving you looking like a slab of sun-dried leather... without eyes of course.

▶from blistering gun battles to silent, sweaty-palmed moments that grab you like a vice and steal your breath just as easily. As you would also expect and as with the first game, once Gabe gets his mitts on some weaponry all merry hell breaks loose as you show the baddies who's boss...

Solid Syphon

989 Studios has seen fit to reintroduce every weapon previously experienced. M-16s, silenced pistols, shotguns, sniper rifles, K3G4s, and gas grenades now sit comfortably amongst newer weapons such as flame-throwers, laser-sighted crossbows, magnums, silenced sub-machine guns and grenade launchers. The sniper rifle is also night-vision compatible and with it returns the deliciously clandestine taste of the first game. You'll soon appreciate its inclusion in your arsenal too because the AI seems to have been round Einstein's for dinner. The bad guys have an understandable reluctance to keel over and push up the daisies, now diving, somersaulting and clambering for cover whilst spraying you with showers of bullets. The bastards will stop at nothing to plug your soft skull with a sliver of steel, often sneaking up on you too late for you to respond.

Every sense is played on in *SF2* and any hint of a gung-ho attitude will see you dead in an instant. The programmers are to be fully congratulated on what is an arguably superior combat system over the first and with the plot revolving around survival instincts and limited resources you are on a permanent knife edge, a feeling that is considerably hard to capture in a computer game, but something that *SF2* has achieved with great aplomb!

"If you don't get busy thinking on your feet and improvising you're as good as dead!"

Last Devastation

You may have noticed we haven't yet mentioned Gabe & Co's appearance. This is because the game runs on exactly the same engine as before (The Expo centre even makes a return from the original!) and Gabe has been altered only a fraction. His running is less cumbersome and he responds to commands incredibly well but the fact still remains that there is something distinctly ugly about what is displayed before you. It is forgivable because of the hours of overwhelming gameplay but a make-over would have been welcome. Light slap on the wrists 989 Studios!

The locations are wide, ranging from a derelict prison to *Syphon Filter* labs overrun with fully armoured, virtually indestructible agents, but everything still looks like it's been whipped within an inch of its life with the ugly stick.

Ignore our pedantic gripes with the aesthetics though, because *SF2* is a stonking game. The plot twists and turns in all directions, the mission structures have been constructed with ingenious military precision and every right-minded individual should seek out a copy. We have no idea where *Syphon Filter 2* came from, we're just glad that it's here. This is probably one of the last great games on the PlayStation, a cinematic experience and a hot slice of action gaming. Buy it.

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Colin McRae Rally 2.0

THINGS ARE ABOUT TO GET A WHOLE LOT MESSIER IN THE WORLD OF RACING SIMULATION. HERE'S MUD IN YOUR EYE!

Written By Graeme Nicholson

(Above) Demonstrate your contempt for nature by skillfully battling its harshest elements for nothing but sport.

softography

Codemasters

TOCA **TOCA 2**

Colin McRae Rally

Micro Machines V3

(Below right) The added hit of exhilaration delivered by an all new Arcade mode should help *CMR2.0* get very big indeed.

Driving with style...

THE MOST POLISHED RALLY GAME EVER?

We've tinkered with off-road action in *Gran Turismo 2*, and experienced dirt track racing at maximum speed thanks to *V-Rally 2*, but for detail, the Codies have got it wired. As in their *TOCA* games, no effort has been spared to serve total realism. From sampled rally car engine noise to reproduced cockpits, it's all here. Respect is due, and all that.

(Above) Licensed cars from recognisable worldwide manufacturers add yet more of a sense of realism to the game.

Having assigned 40 Codemasters staff to the project, work is naturally moving briskly along on the sequel to the world's best selling rally game. *Colin McRae Rally 2.0* just entered its first properly playable, stable phase, as we were lucky enough to find out this month when our copy arrived.

Disassembled and rebuilt like a treasured old V8 engine, the game runs better and purrs sweeter than it ever did before. Though it's not proving to be the multiple wins workhorse that was hoped for in the real life world rally, McRae's sleek new Ford Focus is powerfully pleasurable to drive in the game. The model looks so much like the real thing it's positively spooky, right down to a lifelike flash from the exhaust pipe when the car is pushed to its limits. The graphics are wonderfully clear, making it possible to appreciate the smaller details of a complex new damage system and the seemingly organic surroundings.

MAR 2000

PUBLISHER Codemasters

DEVELOPER Codemasters

1-2 Players

80% Complete

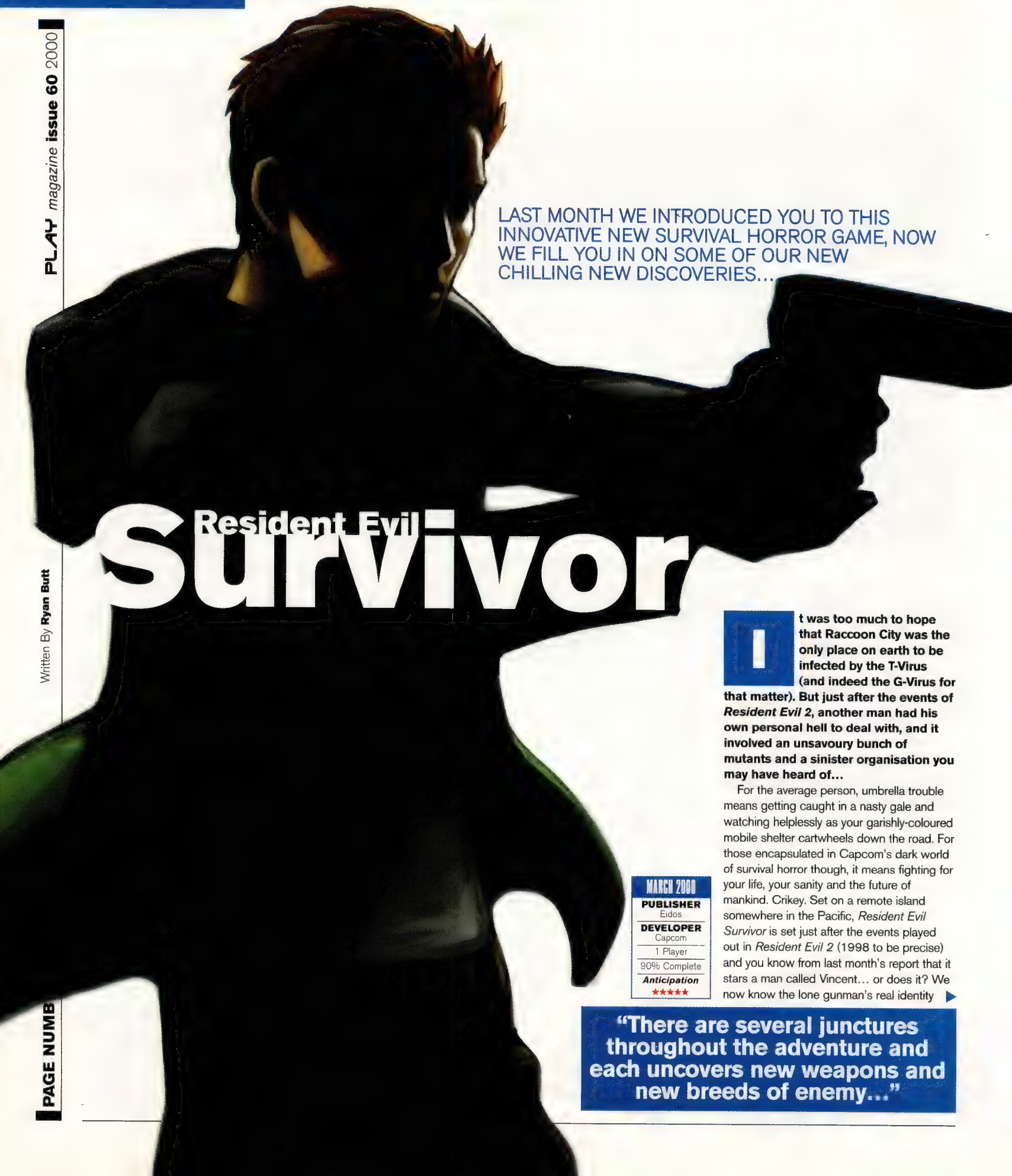
Anticipation

★★★★★

What really fuelled our turbos was the confirmation of a splendid new arcade mode, finally opening up the relatively lonesome, self-involved rally simulation experience to a traditional pack race, with six cars going at once. This may not be how it's done for real (you've still got the massive championship mode for total authenticity) but it makes things a good deal more exciting for those untroubled by trading purism for fun. New perks like split-screen play and old favourites such as that too-real driver's head camera are a couple more premium features that should drive *McRae* to the top of the charts again this spring. A classic in the making.

(Above) Beginners luck: maybe you'll get more out of the beefy Ford Focus than poor Colin has this year!

"McRae's sleek new Ford Focus is powerfully pleasurable to drive. It looks so much like the real thing it's positively spooky!"



LAST MONTH WE INTRODUCED YOU TO THIS INNOVATIVE NEW SURVIVAL HORROR GAME, NOW WE FILL YOU IN ON SOME OF OUR NEW CHILLING NEW DISCOVERIES...

Resident Evil Survivor

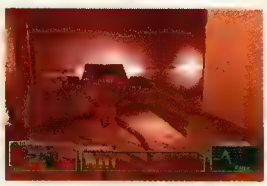
Written By Ryan Butt

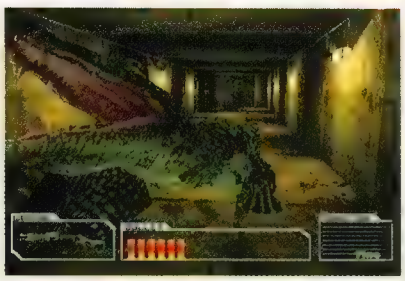
It was too much to hope that Raccoon City was the only place on earth to be infected by the T-Virus (and indeed the G-Virus for that matter). But just after the events of *Resident Evil 2*, another man had his own personal hell to deal with, and it involved an unsavoury bunch of mutants and a sinister organisation you may have heard of...

For the average person, umbrella trouble means getting caught in a nasty gale and watching helplessly as your garishly-coloured mobile shelter cartwheels down the road. For those encapsulated in Capcom's dark world of survival horror though, it means fighting for your life, your sanity and the future of mankind. Crikey. Set on a remote island somewhere in the Pacific, *Resident Evil Survivor* is set just after the events played out in *Resident Evil 2* (1998 to be precise) and you know from last month's report that it stars a man called Vincent... or does it? We now know the lone gunman's real identity ▶

MARCH 2000
PUBLISHER Eidos
DEVELOPER Capcom
1 Player
90% Complete
Anticipation ★★★★★

"There are several junctures throughout the adventure and each uncovers new weapons and new breeds of enemy..."





(Above) There are no exploding heads in this game, but a well-placed shot to the forehead will drop the enemy quicker. (Above right) Never flush unwanted pets down the toilet! (Below) Even with the beer goggles on, the lecherous boss was no more appealing at the office party!

Terror Island

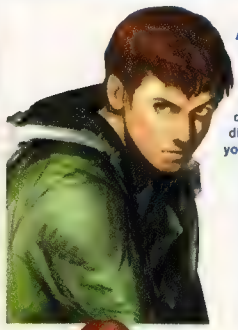
SINISTER EXPERIMENTS AFOOT!

If you ever wondered (and we don't think for a minute that you did) where those sinister Tyrant creatures that were dropped into Raccoon City in *Resident Evil 2* were manufactured, then this game has all the answers. Look! See how they grow!

The new stars of Evil

WHO ARE THEY, AND WHAT DO THEY WANT?

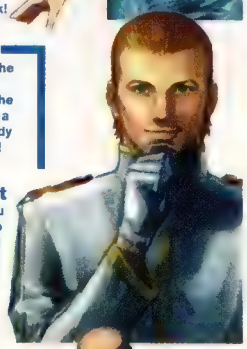
Apart from a slight tenuous link (the mention of Leon S Kennedy) and the inclusion of Umbrella, this game bares no resemblance to any of the other *Resident Evil* games. It stars an all-new cast of characters, who are...



Ark Thompson
This is you, although you won't actually realise that until much later in the game. You are a spy sent to acquire dirt on Umbrella, but you get discovered and are involved in an air disaster when trying to escape. Now your mind is blank.

Lilly
The token sickly-sweet character that gets lost and winds up in a whole heap of trouble. Her crimes also include being badly animated and speaking in a voice likely to cause great offense. We tried shooting her, it doesn't work!

Lott
You first meet this young scamp when he tries to chin you with a baseball bat. Naturally, you end up as friends in the end, whilst all the time harbouring a deep resentment due to that bloody ridiculous earing he sports. Geek!



Vincent
This is the person you were sent to impersonate. A bad move considering that he is still around when you are conning folk into believing that you are he. He isn't happy.

Stealth Assassin
This breed of stealth assassins has been sent to the island on Vincent's request to find and kill the impostor. Their cause isn't helped by the fact that they only take one measly shot to kill before disintegrating.

Andy
This Danny Da Vito lookalike is a persistent pest who is trying to kill you throughout the game. His preferred methods include locking you in rooms full of drooling lickers, and then laughing like a nutter.

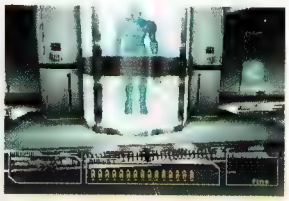
(Above) Such is the design of the game that if you opt to go through a certain door at the start of the game, the whole layout from then on is totally different than if you went through an alternative door. As a result, you may go right the way through the game without meeting certain types of enemies. Take the giant moths for example, unless you visit the cinema first of all, you would never even know that they were in the game. The same goes for the crows and the giant crocodiles...

Resident Evil Survivor

(Left) The game was developed by a totally different team to those that produced the other *Resident Evil* games, and although many of the adversaries are familiar, the feel and tempo of the game is totally original.

(Above) Your electrocardiograph indicates that you have been poisoned. Getting cured means utilising the blue herb... if you can find one!

(Above) We actually found it easier to use the Dual Shock pad to play, mainly because the cross-hair locks on to the targets, like happy Harry here...



(Above) One thing that does suck about the game is the daft acting. It's so bad it makes you want to execute all offending parties.

softography

Capcom Japan

Resident Evil **Resident Evil 2**

Resident Evil 3 Nemesis

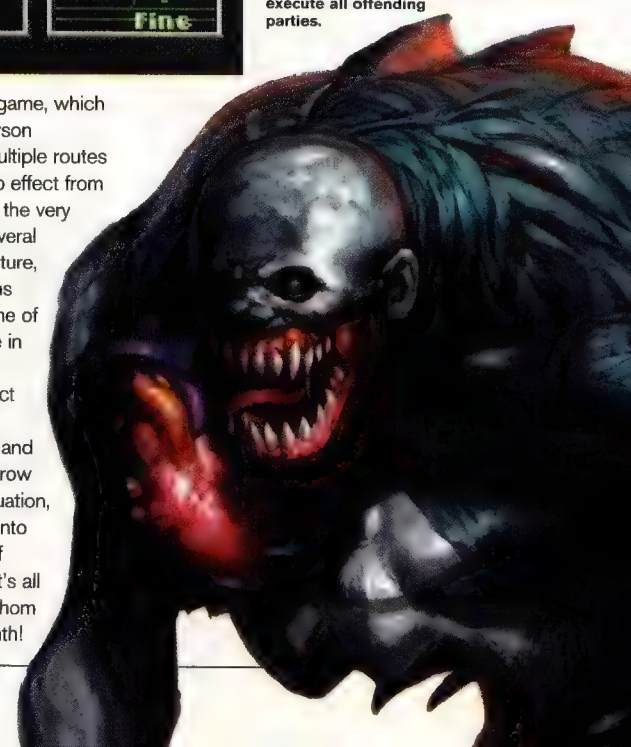
In the body bag

SHARP SHOOTER

The unfortunate thing about *RE Survivor* is that you can't save your progress during gameplay. Instead, you have to play the thing right the way through to the end and then receive a ranking. At this point you can save it, the idea being to go through the whole game again and collect all of the weapons. These are found throughout the game's numerous routes. Load-up and off you go!

▶ and purpose, he is a spy called Ark Thompson and he was sent to the Island to infiltrate the Umbrella organisation by his good friend, a certain Leon S Kennedy.

The action kicks off after a helicopter crash in which Ark suffers a mental blackout. From that point on, he must escape the evils that lurk around every corner and piece together his real identity, which isn't helped by the fact that everyone keeps mistaking him for the figure he was sent to impersonate. Played with a standard Dual Shock pad, or better with a G-Con 45 lightgun, *RE Survivor* is a shorter, but an equally as compelling adventure as the other *Resident Evil* games. The onus is on action, and although there is a smattering of puzzle solving involved, it is all very lightweight compared to the taxing puzzles we have come to expect from the *RE* games and involves little more than picking up a key and unlocking a door. To make the game, which is slightly limited by the first-person constraints, more interesting multiple routes are introduced which come into effect from the choice of door you enter at the very start of the game. There are several junctures throughout the adventure, and each leads to new weapons and new breeds of enemy (some of which you won't even know are in here until you swagger down a specific path). To see and collect everything you will have to complete it at least three times and the routes you take may also throw different characters into the equation, or give a more detailed insight into the personalities and motives of those you're already aware of. It's all rather complicated, but we'll fathom it all out for the review next month!



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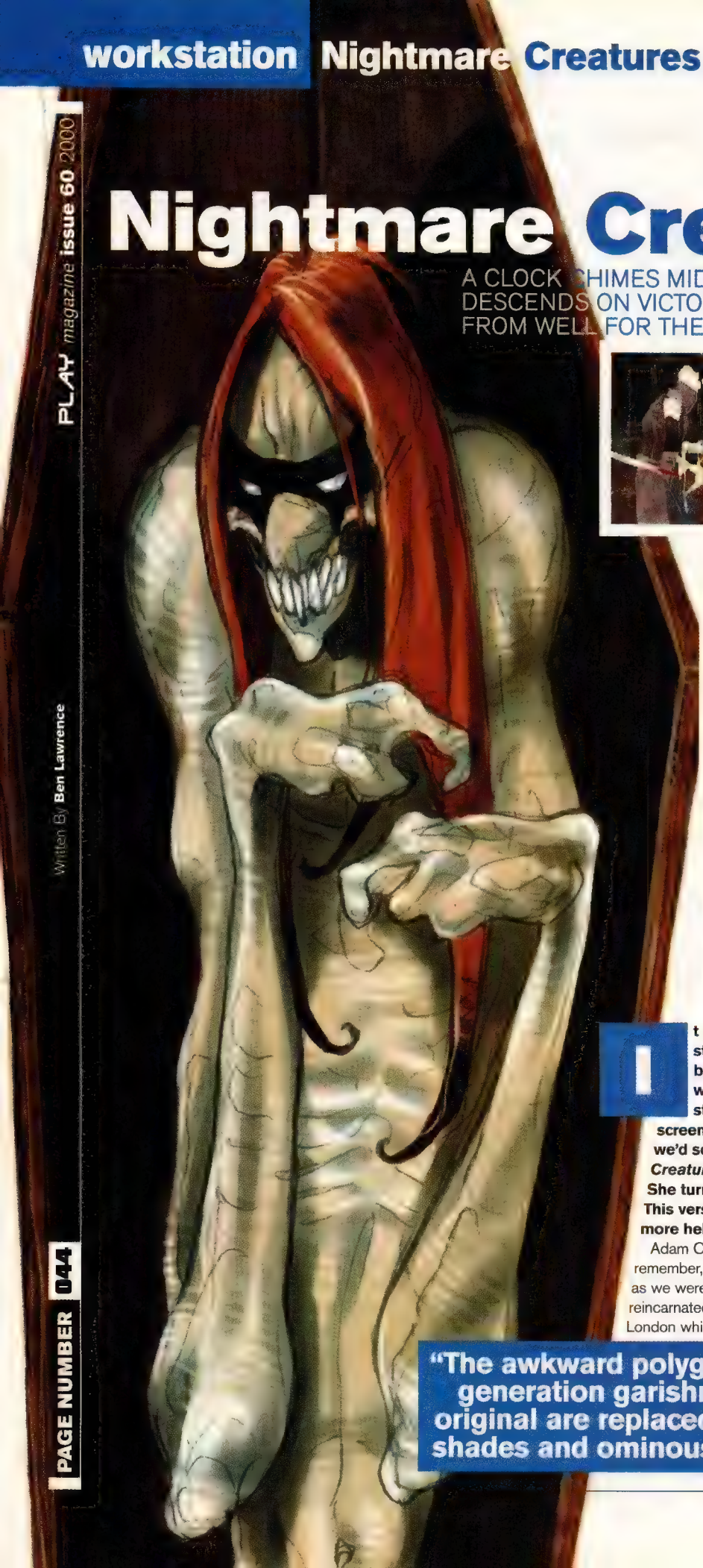
Nightmare Creatures II

A CLOCK CHIMES MIDNIGHT AND DARKNESS DESCENDS ON VICTORIAN LONDON, BUT ALL IS FAR FROM WELL FOR THE CITIZENS THAT DWELL THERE...

Written By Ben Lawrence



(Below) Old white eyes here has a splitting headache coming his way! All together now! "Duck!"

softography

Kalisto France

Nightmare Creatures

The Fifth Element

(Far left) It is good to know your enemy. It is more important to run when they're wielding a chainsaw though! (Left) B&B. Ten quid a night, toilet down the hallway.

"It was new, said the dark stranger as she sat down beside us. What she held was re-worked, re-structured and every screenshot or press release we'd seen of *Nightmare Creatures II* should be ignored. She turned to us and smiled. This version was going to be far more hellish..."

Adam Crowley, as you may remember, was a bit of a shyster and, as we were first lead to believe, he is reincarnated, runs amok through London whilst a preacher, exorcist and Satanist chase his sorry ass. Set one hundred years after the first game, *NCII* features three playable characters and a whole lot of gallivanting around, slaying scuttling creatures whose favourite delicacy is brains on toast. Joy!

MAR 2000

PUBLISHER Konami

DEVELOPER Kalisto

1 Player

80% Complete

Anticipation

★★★★★

Now add a macabre twist with demented asylums and a hero called Wallace who is a Crowley experiment out for revenge. Ignore the trio of heroes, this bloke is a demented axe-wielding freak.

First impressions quash the disappointing story shift immediately. Waking in a corpse ridden hospital it is apparent the textures and designs of *NC2* are sublime, with a considerable reorganisation of the graphics engine giving environments a stunning eeriness. The awkward polygons and first generation garishness are replaced with pastel shades and ominous shadows

"The awkward polygons and first generation garishness of the original are replaced with pastel shades and ominous shadows..."

At first glance the game may appear to be slightly washed out and corpse-like but fear not! A trusty yank of your chainsaw start cord and everything is redecorated in a reddish hue! The *Changing Rooms* team would never show such ingenuity, now, would they?

conceal all sorts of Burton-inspired ghouls. Up to 28 individually designed freaks make up the majority of bad guys and whilst playing the early code it was already obvious that Wallace himself is a supremely realised character, boasting a multitude of animations and over 60 moves. We especially enjoyed watching him rain heavy blows down upon corpses as he hacks at their limbs. This, as you probably have guessed, is not aimed for wee bairns.

The story is pitched toward the adult end of the market with 1500 objects to be utilised, battles atop the Eiffel Tower and a sect to kill Crowley that appears as the story unravels.

Kalisto has great things planned for the *Nightmare Creatures* brand. Story lines are being planned well into the future so until then we will have to be happy with this gothic sliver of death. Expect a review soon!

More Gallic horror

KALISTO DISCOVER RED PAINT.

The French may be tops when it comes to football, but does that give them the right to think that they're good at programming games? Well, if *Nightmare Creatures II* is anything to go by then the evidence speaks for itself. Proving beyond a doubt that the first game wasn't a fluke, *NCII* should be another gory glory!

KALISTO ENTERTAINMENT

Who's that girl?

WE HAVE BEEN DECEIVED

So, who exactly is she? Many screen shots have been circulating for the past year, but when we contacted our source they told us she was nothing more than a non-playable character. This hints that she will make an appearance in the third game where it is believed two playable characters will assist each other in hunting down Crowley! We insist there's still time to make her playable...

The Neverending story

EXCLUSIVE INFO ON NEXT NIGHTMARE

We can exclusively confirm that a third *Nightmare Creatures* is already planned, with *NCII* acting merely as a bridge to extend the story. Another startling revelation is the fact that Crowley may not appear in *NCII* at all, instead your aim will be to drive him further into the open, giving characters in the third game the chance to bring about his end!

N·Gen

TOM CRUISE HAD IT EASY, HERE'S A GAME THAT'S REALLY GOING TO TAKE YOUR BREATH AWAY!

Written By Ryan Butt

softography

Curly Monsters UK
Wipeout
Wipeout 2097

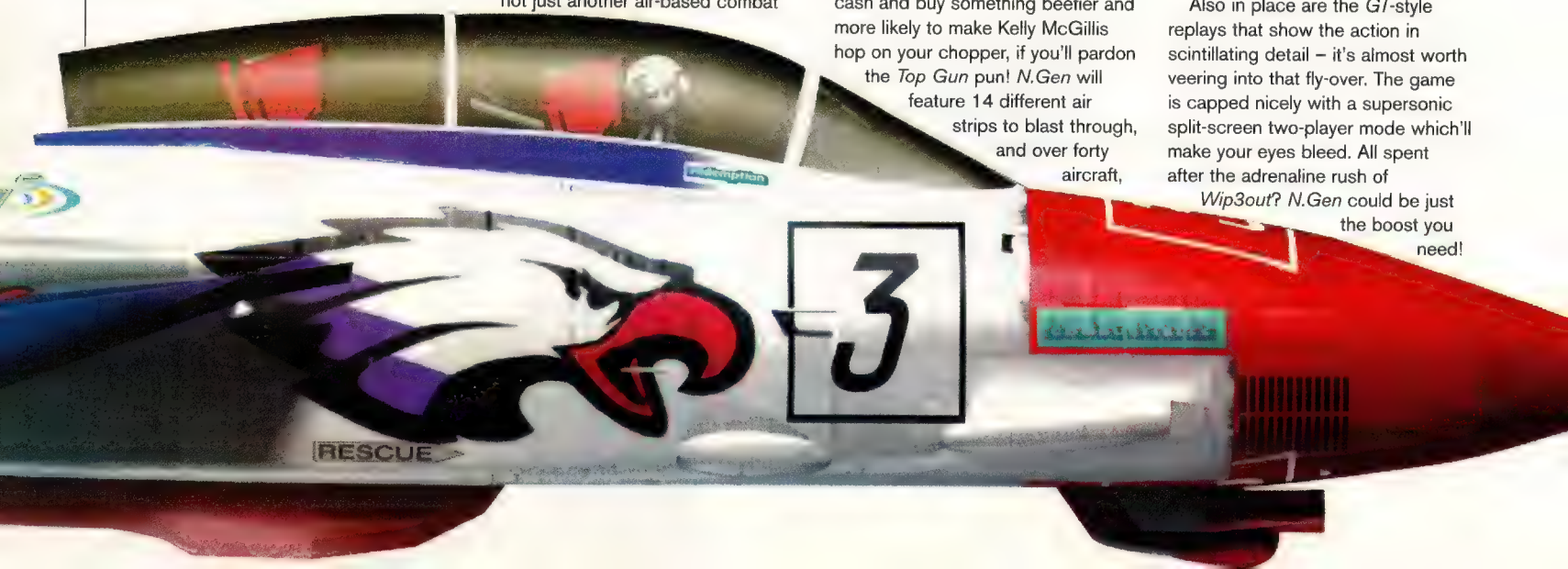
(Above) The two-player split-screen mode is where the real action's at. The speed is akin to bungee-jumping off the World Trade Centre with a rocket up your arse. Only faster.

Okay so the name may be a bit poop. But apart from that the only excrement you're going to find with this game is the stuff festering in your pants when you hit mach-1 in these jet-propelled turbo beasts baby, yeah! Get a load of this...

Billed as 'Jet Turismo', this game is not just another air-based combat game. Far from it. In fact, *N.Gen* is a ferociously-paced racing game with supersonic jets being the vehicle of choice. Well, what else would you expect from a development house comprising of industry veterans responsible for the first two *Wipeout* games? Starting out with the kind of clapped-out flying bangers that not even Biggles would be seen dead in, your aim is to win air races, get cash and buy something beefier and more likely to make Kelly McGillis hop on your chopper, if you'll pardon the *Top Gun* pun! *N.Gen* will feature 14 different air strips to blast through, and over forty aircraft, each one is fully customiseable when your credit starts to sour. Weapons do play a small part in the proceedings also, well, you didn't honestly think some gung-ho harrier pilot would be allowed to cut you up without a fight, did you?

Also in place are the *GT*-style replays that show the action in scintillating detail – it's almost worth veering into that fly-over. The game is capped nicely with a supersonic split-screen two-player mode which'll make your eyes bleed. All spent after the adrenaline rush of *Wip3out*? *N.Gen* could be just the boost you need!

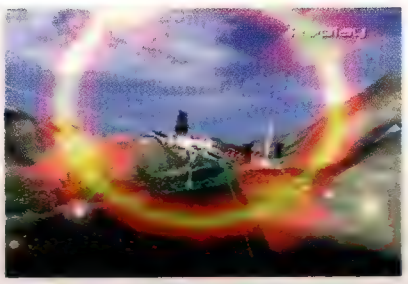
MAY 2000
PUBLISHER Infogrames
DEVELOPER Curly Monsters
1-2 Player
75% Complete
Anticipation
★★★★★



Plenty of Air Combat...

DELUGE OF AERIAL BASED COMBAT SIMS

There have been quite a few flying games of late, with SCEE and Infogrames offering aerial antics. Unlike *Ace Combat 3* and *Eagle One* though, *N.Gen* is more of a racing game with weapons playing a part in getting good results as opposed to merely dropping your load on passing enemy encampments. Think *Wipeout* in planes and that's *N.Gen* to a tee.



(Top) The flight paths are clearly marked, if you stray too far off the beaten track then your auto-pilot will be engaged to move you back on course. Whether you like it or not. You can also pick-up speed-boosts and extra shields to help you win the races by flying through the rings (Below).

(Above) If you're trailing the pack, a timely boost from your afterburners should inject a bit of much-needed pace into the proceedings. Hold on to your innards and let it rip!

PlayStation

PC CD

3DO

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Honour?

Valour?

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PLAY INFORMATION

Official PAL UK

Contact 0881 505505

One Player

Memory Card

Dual Shock

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Total freedom to go between planets and systems?

Trading elements/spaceport docking?

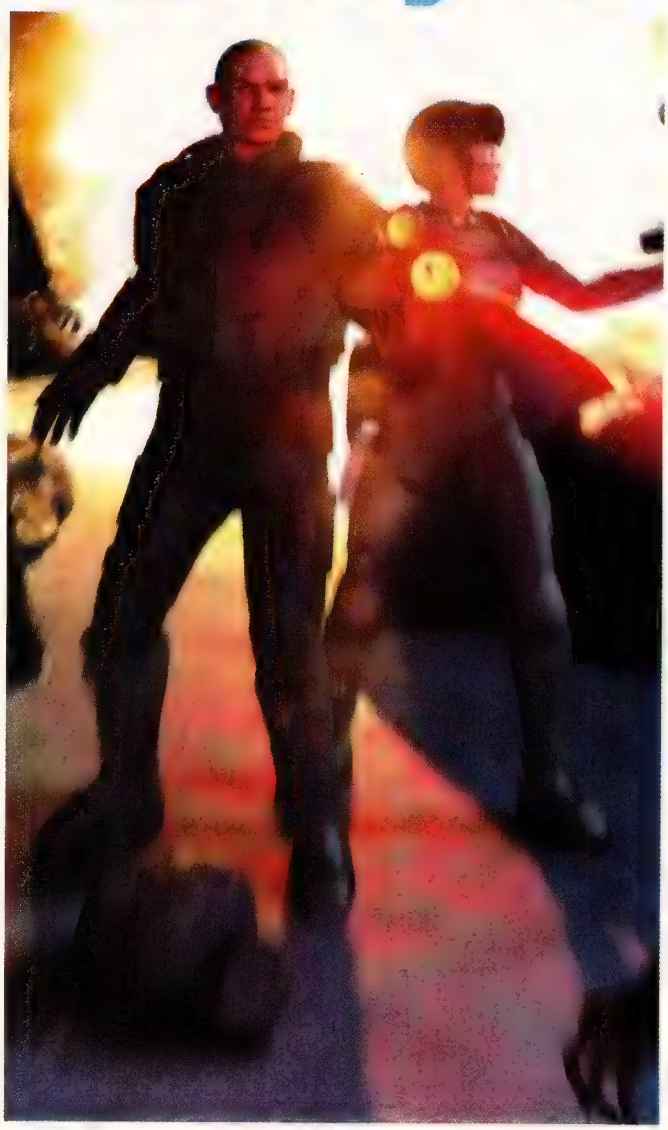
Bounty hunting or other opportunities to get rich quick?

Planet-destroying weapons?

Multiplayer link-up?

Alien races like the Thargoids from Elite?

Colony Wars: Red Sun



SEQUELS ARE OFTEN DISAPPOINTING, BUT THE COLONY WARS SERIES JUST KEEPS GETTING BETTER. PREPARE TO BE DAZZLED BY RED SUN.

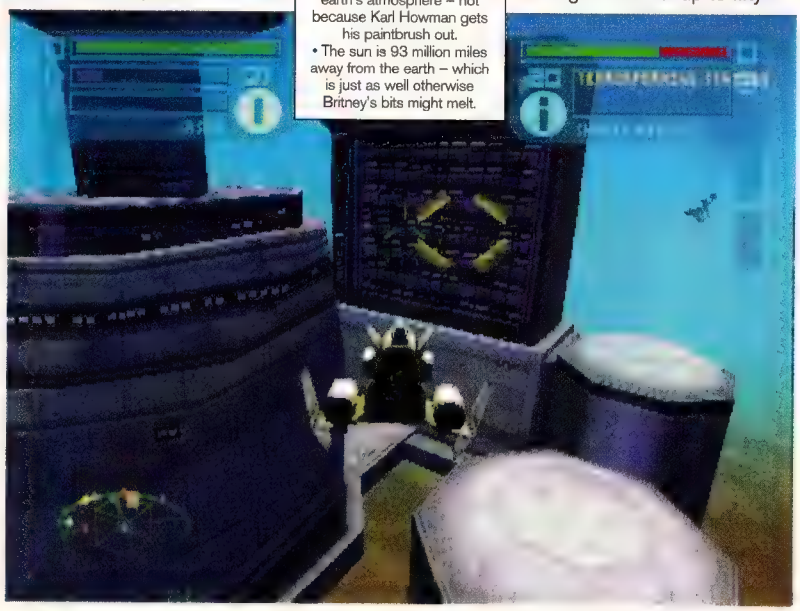
This third outing in the *Colony Wars* series actually takes place at the same time as the second game, *Vengeance*, but on the other side of the galaxy. It's also been created by a completely different programming team from across the other side of the Pennines. Aiming to match the Liverpool team which scored so well with the first two games, Psygnosis's Leeds studio has set out to create an even more immersive space-opera experience.

There's a strong movie-style narrative that drives the whole game, creating an involving atmosphere. As military agent Alexander Valdemar, you soon find out that a diplomatic voyage by the Red Sun spaceship to Earth has a more sinister purpose. With secret information from a mysterious character known as The General, you set out to follow the ship and uncover the truth. This involves piloting your ship through a total of up to fifty

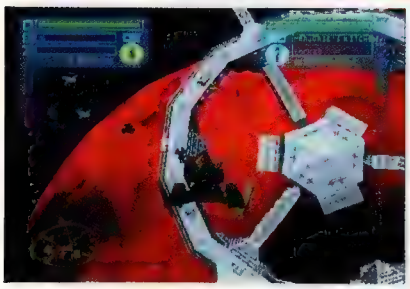
PLAY CLASSIC

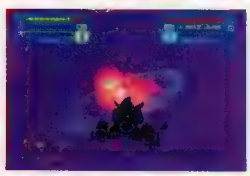
DID YOU KNOW?

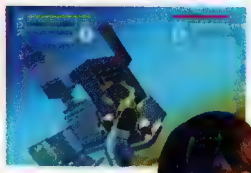
- Unfortunately for irritable bowel sufferers, colonic irrigation is not an aspect of the *Colony Wars* games.
- The sun appears red when it sets because its rays have to pass through more of the earth's atmosphere – not because Karl Howman gets his paintbrush out.
- The sun is 93 million miles away from the earth – which is just as well otherwise Britney's bits might melt.



Written By **Phil King**







(Above) Successfully defending Marjorie's space station from attacking rebels will earn you a big reward to gamble in the casino.

Corporate design

A familiar feature to *Colony Wars* (and Psygnosis) fans is the inclusion of corporate logos for the various factions you work for in the game. Empiret Naval Security have a nice skull in the middle of theirs – how charming.

(Left) The General does a mind-meld with you to share his knowledge.

"Tasks include destruction of enemy ships, defending bases and retrieving assorted special items..."

missions. These are arranged in a partially non-linear fashion: you get a choice of up to five at a time.

Once these are completed, you're then transported to the next solar system for a new set of missions. As a mercenary working for several different factions (ten in total), the main purpose of most missions is to earn enough credits to buy better weapons and equipment, but The General pops up from time to time to indicate the key missions which will lead you to your ultimate destiny.

Launch

As in the previous games, mission objectives range widely. Tasks include the standard destruction of enemy ships, defending bases and space stations from attack, and retrieving special items. Clear and detailed mission briefings, complete with pictures to identify the various enemy craft and installations you'll encounter, help you to decide which mission to attempt next. Of the first three on offer, the most impressive is a mission escorting giant walker craft across a planet's surface to a safe base. The *Star Wars* inspiration is obvious as you hover over the walkers, fending off rebel fighters and tanks with the aid of your wingman – who radios in to tell you when he's in trouble and other such stuff. The enemies are easily spotted as red dots on the radar – or with red targets on them when in visual range. You can also spot them from distance as gleaming red stars.

The first few missions are a piece of cake, easing you into the action, but things soon hot up. The artificial intelligence of enemy ships has been improved and they get up to all sorts of tricks, such as using afterburners to zoom up on you, and reverse-thrusting to get out of your sights and on your tail. Some of the later missions are rock hard, with enemies ▶

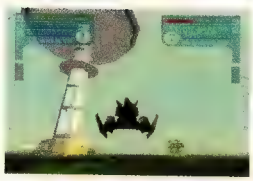
The all-new A-Team

Welcome the bald and the beautiful

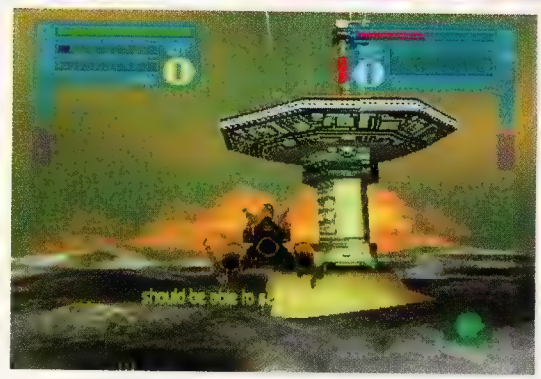
Taking place on the far side of the galaxy, *Red Sun* introduces a new trio of heroic characters to *Colony Wars* fans. Obviously there must be a lot of radiation in this part of the universe, as the two blokes are bald as coots.

You play that chap in the middle, Valdemar, who keeps a cool head as he fights for various factions in return for hard cash, sometimes aided by the lovely lady on the left, Captain Arquette Diva.

That other pasty-faced geezer is known only as The General. He turns up regularly to guide Valdemar through the key missions, but he might be better off improving his diet, getting more exercise, and not smoking so many fags.



The Loveboat may not be an enemy, but we say sink it anyway!



▶ swarming all over you, so it's a good thing that you can now save the game at any point between missions – previously you had to wait for a save point. This avoids much frustration without seriously affecting the overall challenge.

Graphically it's all highly polished. The lighting effects are particularly impressive as laser fire and explosions light up the ships and scenery realistically. The planetary landscapes have also been improved from *Vengeance*, although some are still a bit muddy/misty. But the variety of animated ships and structures is superb – there are 88 different types to see throughout the game, including some truly massive motherships and space stations. An excellent soundtrack of dramatic orchestral music adds the final touch to the epic sci-fi-movie atmosphere, along with 15 minutes' worth of FMV scenes between missions to illustrate the story line.

> ***"In some missions you have to take refuge in shadow asteroids to cool down..."***

Variety Is Spice

Apart from the visceral thrill of the excellent dogfighting action, what really keeps you hooked is the variety of imaginative missions and settings. In one sortie, you have to destroy gun turrets mounted on the backs of Tolrasaurs – but without hurting these creatures as they're survival is essential to the mission. In another, you must penetrate the defences of an orbiting police precinct, with the aim of cutting its tethers, sending it crashing into the nearby star. Then there's the old grapple hook (as in *Vengeance*) which is used to extract certain items, like an idol from a passing asteroid. And every so often there's an opportunity to play Thunderbowl – the interstellar TV gameshow where you must destroy all other competitors to win money.

As well as the sheer challenge, long-term appeal is provided by the ability to buy new ships and upgrade them. There are no less than 32 weapons and 12 other devices (cloaking, shield replenishing and so on) to add to the hardpoints on your ship. Although most weapons are still either shield-draining or hull-damaging, those who find switching between these annoying can purchase general purpose lasers (and two-stage missiles) which perform both functions.

However, success can't be guaranteed by arming yourself with all the most powerful weaponry – this is prevented by the fact that each weapon causes a certain amount of heat. A cooling device can be bought, but you'll still have to be careful with weapons selection to avoid fatal overheating. Even the environment has a part to play: in some missions you have to periodically take refuge in shadow asteroids to cool down.

Okay, so it's still no *Elite* in terms of open-ended adventure. The mission structure isn't that non-linear, but there's more to *Red Sun* than meets the eye. You'll certainly need a good strategic brain as well as a fast trigger finger.

Engram Link

The Engram marks the true path to your destiny. The mysterious character known only as 'The General' acts as your guide through the game. He appears in some mission briefings – indicating that these are the key tasks to complete for true progress through the game, rather than just bounty hunting. However, his missions are usually very challenging, so you need to build up your skills, ship, and weapons before attempting them.

PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
WEAPONS	

92%

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Colony Wars: Vengeance [illegible]

Blast Radius [illegible]

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Dreamcast

So what's it all about?
Basically, when buying games from larger companies in this market, there's no point in asking for their advice on games because they just don't know anything about them until they read the back cover. *(which by the way does happen every time I ask about a game in a shop).* These people are here for one reason only, SELL SELL SELL.
I mean, you don't dial 123 and ask the speaking clock to explain Quantum Physics.
When spending your hard earned cash, you want to know that when you get home, your game is going to be worth every penny..
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"IF WE THINK A GAME IS CRAP, WE WILL TELL YOU"

OK.. if I were to call and ask whether I would enjoy a certain game or not you can offer me better advice than I'm already receiving?
YES! that's the whole point of us being here.. all of our staff are devoted gamers and we all like different genres so between us we always play these games. After asking you a few questions about the type of games you enjoy, we can suggest the suitable games for you to buy and if we think a game is crap, we will tell you. We could also help you out of awkward levels and offer other tips to help with little problems.

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No, our prices are very competitive. But our service doesn't end with a sale..that's where it begins. Once you have made a purchase, you become a 'friend' of Wilrons and we believe in taking care of our friends. We will keep you up-to-date with new releases, special offers, information and we will even phone you time to time to check how you are getting on with your games & products..

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Actually, joking aside Dazza.. I will take five games.....
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Cyberpunk blues...

The future is gritty & grainy

If you think a rainy *Blade Runner* future is bad enough then wait until you finish this game! Each of the four huge worlds are on a disc each and once you've completed this Ridley Scott nightmare you are fighting zombies in a jungle, working your way through a whore house and then... well that would be telling!

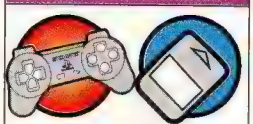
Fear Effect

BLADE RUNNER MEETS BROKEN SWORD MEETS RESIDENT EVIL MEETS DON BLUTH MEETS... OH, WE COULD GO ON FOREVER! LIKE FEAR EFFECT DOES!

PLAY INFORMATION

Official PAL UK

Publisher	Eidos
Contact	0181 6363000
Price	£29.99



One Player | Memory Card

Dual Shock

Written By **Ben Lawrence**

Somewhat self-congratulatory hailed as a dynamic movie experience packed with action to make your ears bleed, *Fear Effect* is one of those beasts that has you scratching your head trying to make sense of what you're playing. Is it four discs (yes, four!) of stunning cinematic gameplay that drag you deep into an undercover world of cults and Neo-Tokyo bounty hunters fighting for cold hard cash and glory? Or are the four discs a collection of fancy FMV sequences loosely strung together with, and we use the word loosely, 'action' sequences? Go on, take a guess.

Paper Unicorn

As one of the three hard-nosed cartoon characters (sorry, that should read 'anime style characters') you begin your quest aloft the old *Blade Runner* set. It is mightily impressive. Cars hover past in the distance and unlike the pre-rendered backgrounds of *RE*, the scenery is constantly shifting. Hot jets of steam hiss from broken pipes, huge industrial fans chop through the night air and you are instantly drawn into the noir-like depravity of it all. Unfortunately, the feeling of euphoria at discovering such a peachy looking game is quickly urinated on from a great height.

The animation, although splendid, falters on two aspects. It is clearly looped which isn't a fault in itself, but after the ten-second cycle everything freezes before starting up again. It isn't as seamless or as inspired as it would have us believe. Okay, we're being picky, so how about this? The FMV could be sewn together on its own merit and sold as a wonky anime movie. The story is scripted with Ridley Scott precision, the animation is distinct but the gameplay, the main crux of what a game should be, falls by the wayside. So much time has been spent telling a story that somebody seems to have forgotten the main ingredient.

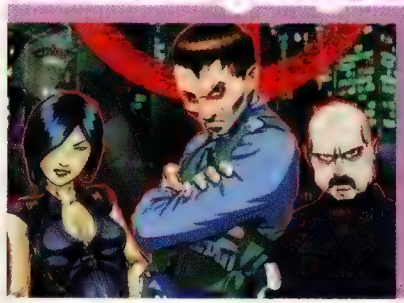
Some of you will be old enough and ugly enough to remember the Don Bluth classic *Dragon's Lair*. Basically it was a cartoon broken into sequences, the end of which you had to make split-second moves with the main character to progress the story further. *Fear Effect* is just an evolution of that theme. You'll be treated to oodles of FMV then a two or three screen scenario pops up which you must deal with. You may be required to clamber over

DID YOU KNOW?

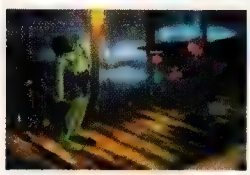
- The buildings in *Blade Runner* were made from old *Star Wars* ships. The Millennium Falcon can clearly be seen as an odd shaped building at one point.
- 38 people die each year in Britain through fright. The most common cause is elderly people stumbling across a burglary!
- Someone once said, that the only thing to truly fear was fear itself. Whatever that means.

(Top) We told you it had *RE* elements in it! (Above) If you can't climb the ladder fast enough you're a gonner. Wait until you get to the top though, that's a nightmare!

A small gang of reprobates



Let's take it from the top! Hana, the cheeky bird on the far left was once a prostitute but now turns her attention to shooting men rather than making them shoot. Royce is the geezer in the middle. He has a tendency to say "Sh*t" a lot because he feels by doing this his friends will take him seriously and it will add a certain adult-friendly gusto to proceedings. Finally there's Deke. He's the bald guy on the right and has the worst Australian accent you've ever heard. It's like Ricky Butcher trying to impersonate Rolf Harris. So there you have it. These are the guys to guide you through *Fear Effect*. Happy gaming and please, don't have nightmares!



There are numerous nude scenes in the game but being the tasteful chaps we are we're only showing you the silhouette!

What is the effect of fear?

Unlike most action games you don't have an energy bar. Your strength depends entirely on how frightened you are. The more shots someone fires at you and the more hair-raising the scenario, the weaker you become! Luckily you can restore your 'health' by killing people and solving the bundles of intricate puzzles along your way!

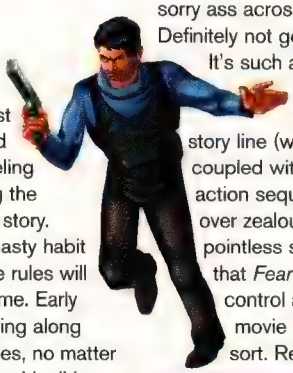
"Almost every move is dictated & you end up feeling you're just helping tell a story..."

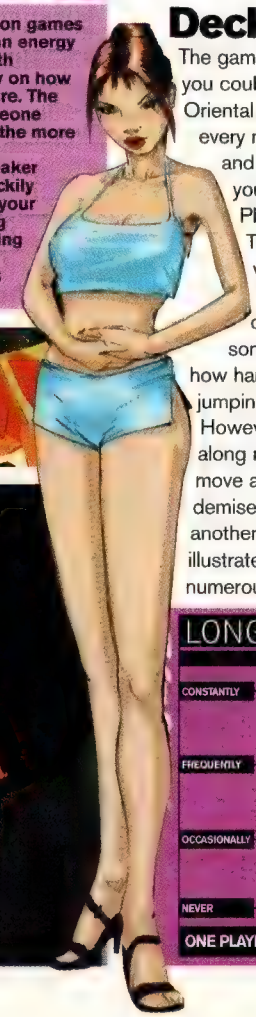
pipes, solve puzzles or deal death to a couple of gun-totting bad guys and once this is accomplished it's on to another jumbo-sized bag of popcorn's worth of cut-scenes.

Deckard

The game is so on rails you could call it the Oriental Express. Almost every move is dictated and you end up feeling you're just helping the PlayStation tell a story. There is also a nasty habit whereby the the rules will change mid-game. Early on, whilst teetering along some scolding pipes, no matter how hard you try and end it all by jumping to your death, you can't fall. However, on a later level walking along metal beams, one wrong move and you tumble to your demise (yet again courtesy of another cut-scene that kicks in to illustrate the point). When the numerous deaths befall, you are then forced to endure an arduous loading screen. Sometimes you can spend as little as ten seconds attempting a certain puzzle or task before you are dead and watching the sloth-like loading bar drag its sorry ass across the screen again. Definitely not good.

It's such a pity that *Fear Effect* became what it has. Good intentions and a superb story line (we won't give it away) coupled with some truly dazzling action sequences are drowned by an over zealous use of FMV and pointless showing off. It was hoped that *Fear Effect* would allow you to control and live your own action movie but it's done nothing of the sort. Rent *Blade Runner* instead.





PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
REPLICANTS	

70%

Sci-fi that's all looks and little else!

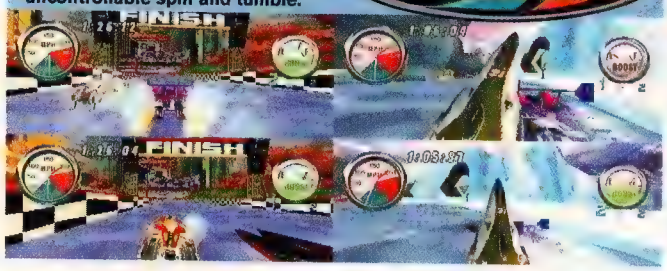
Alternatively:
Resident Evil 2 96%
Broken Sword 2 90%

MORE Midway online www.midway.com

Share the misery

There's room for two on this ship

If the thought of suffering this indignity alone was too much to bear, then fear not, as you can fool a friend into playing *Hydro Thunder* too. Whether by promise of explosive super boat action or by the lure of beer and a pizza, you can challenge a friend. Thankfully though, the addition of a second player does not slow what small amount fluidity of the game there is. However, this is not too surprising when you consider that you two are the only boats on the track – so the games need to process other computer controlled opponents is eliminated. Like in the one-player mode, if the two of you should collide, then the player in the lead will be pushed into an uncontrollable spin and tumble.



release date **OUT NOW**

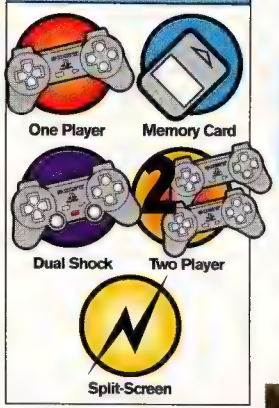
PLAY INFORMATION

Official PAL UK

Publisher: Midway

Contact: 020 79384488

Price: £29.99



Hydro Thunder

WITH THE INFLUX OF LAND-BASED RACING GAMES DURING THE PAST MONTHS, MIDWAY ARE LOOKING TOWARDS THIS CURIOUS SUPER BOAT RACING GAME TO CAUSE A FEW WAVES OF ITS OWN.

Written By **Paul Morgan**

Water sports can be fun! At least this is the verdict according to Midway Games – the development house responsible for the notorious *Mortal Kombat* series. Unfortunately this self-imposed wet 'n' wild unruly super boat racer is far from an ace driving experience – it is merely no more than a limp prawn in a sea of sharks.

Slight Drizzle

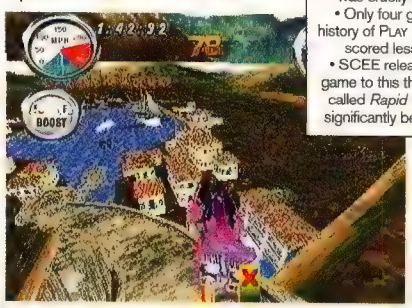
Hydro Thunder has been developed as an arcade racer and nothing more. Yet amongst the giants of SCEE (*Gran Turismo 2*, *Wip3out*) and Electronic Arts (*Need For Speed*) – all who have dominated the racing genre – there seems little point in releasing a game that will barely stay afloat amongst this quality of competition. Okay, so Midway is not expecting to compete alongside these greats, but to develop a racing game that has even less appeal than the *Jet Rider* series, this is some accomplishment.

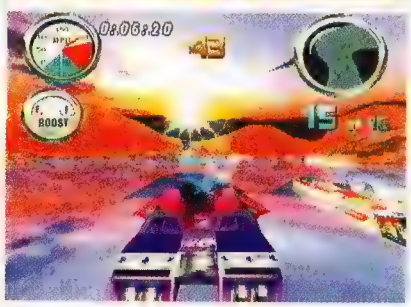
Meticulous attention to detail seems a foreign concept as you have a mere 13 powerboats obtainable and 11 tracks to race them on. Even the most basic of racing games offer a limited amount of information on each boat; handling, acceleration and top speed for example. Under the hood they all seem to handle and perform within a similar manner, and it is only their visual appearance that suggests otherwise.

The menu design is incredibly basic and is remarkably limited in terms of options.

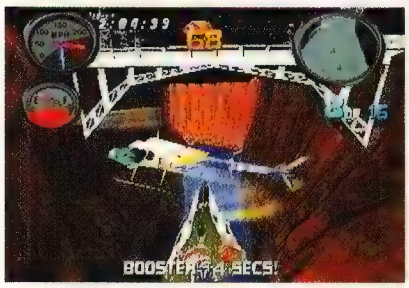
DID YOU KNOW?

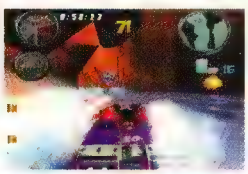
- Paul Morgan is a writer on our sister magazine. He will do anything for cold, hard cash.
- No writers were killed in the making of this review – although their desire to live was cruelly taken away.
- Only four games in the history of PLAY magazine have scored less than this.
- SCEE released a similar game to this three years ago called *Rapid Racer*. It was significantly better than this.





(Above) The variety of super boats on offer are severely limited to just three. (Right) Although Midway have seen fit to include a map in the top-right corner of the screen, it's about as useful as an underwater umbrella.

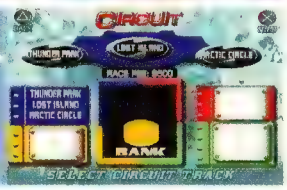


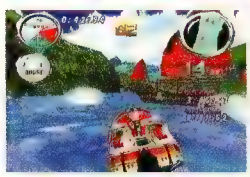


(Above) We're no experts, but even we suspect that this was a bloody dumb place to fly a helicopter in!

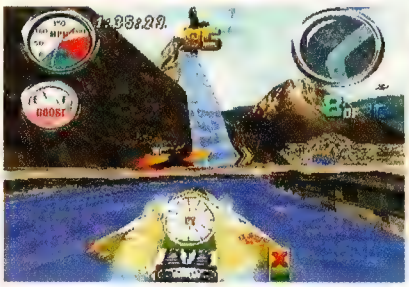
They're all wet

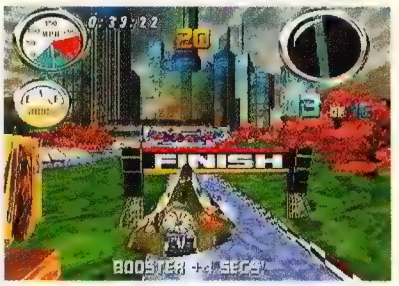
You begin the competition with a measly $1,500 dollars in the bank, three circuits available and three super boats to chose from. By winning races you're rewarded with money, thus opening up further tracks and greater challenges.





(Above) Use your turbo boosters to move up through the racing pack in a vein attempt to enjoy yourself...





"This ace driving experience fails to live up to the poorest of expectations with simplistic graphics and mediocre sound..."

As for in-game, there are three modes to chose from: Circuit, Arcade and Time Trial. Once you have chosen one of the initial three boats and tracks on offer, you're just a loading screen away. Attempting to mix realism with humour – but failing spectacularly well – pit commentary can be heard as an engine check is called for one minute, the next minute an eight-track cassette player is check listed.

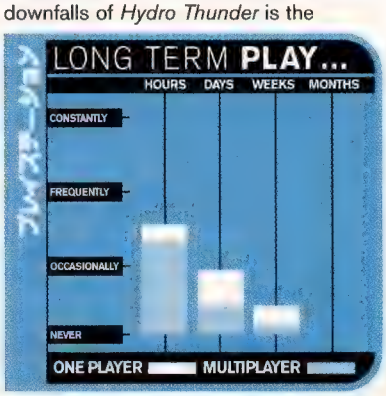
Rapid Turn-Off

Boasting apparent water effects such as rapids, waves and currents, you would be almost entitled to expect a modest essence of gameplay. But yet again this 'ace driving experience' fails to live up to the poorest of expectations with simplistic graphics and mediocre sound.

Although the handling of the boats is acceptable, effects such as the constant one-angle water stream is not; water simply does not just splash at one angle – especially if you're turning or spinning out. The ability to physically steer your boat left and right whilst rising through the air is surely impossible – at least in the real world! One of the biggest downfalls of *Hydro Thunder* is the incessant need for turbo boosts. If you're ever going to win a race it's compulsory, or rather a necessity to collect them.

The development software of the PlayStation has, in most cases, consistently improved since its initial launch. However, *Hydro Thunder* not only takes an almighty step backwards (SCEE's *Rapid Racer* far outclassed this, and that came out three years ago!) it goes against every improvement and innovative new programming style that developers have struggled with for years to improve the quality of gaming for Sony's legion of fans.

This game is offensively bad and will appal all who sail in her. Even if you're a die-hard boat racing fanatic, then this game will only serve to frustrate and depress. Rubbish.



PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
WAVES	

22%

Pitiful attempt at racing on the waves.

Alternatively:

Jet Rider 3 (PS)

Rapid Racer (PS)

MORE Colin McRae Rally 2.0 preview on page 038

release date
OUT NOW

Looking good

Exceptional view options available

Creeping over from the PC, *Rally Championship* has a pretty nifty way of selecting your views. By changing height and angle settings one degree at a time, an almost infinite number of perspectives become possible. This way you're not tied to the presets and can always get a view you're comfortable with, within a pretty wide range. Alternatively, head inside for a wobbly cockpit mode with poor instrumentation.

Pop inside the cockpit.

...or as far as this.

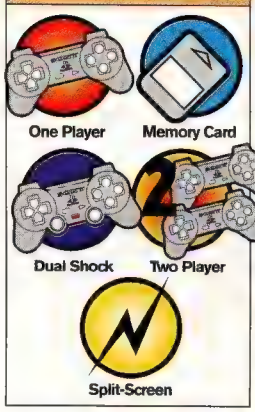
Rally Championship

Written By Graeme Nicholson

PLAY INFORMATION

Official PAL UK

Contact ✆ 01753 549442



It's actually a bit easier to control powerslides with the digital pad than the Dual Shock.

JOHN LENNON TOLD US ALL WE NEEDED WAS LOVE. BUT THAT'S BECAUSE HE'D NEVER PLAYED A DECENT RACER. BUT HE PLAYED RALLY CHAMPIONSHIP...

Standing out on PC CD-ROM shelves for more reasons than its distinctive luminous orange box, *Rally Championship* has already conquered the home computing market. Unlike the other leading lights of the PC, such as *Half-Life* and *Quake III*, we don't need to sit out two years of conversion time and the launch of PS2 to try this one out for ourselves! With the minimum of fuss and hype, *Rally Championship* has already been converted into code the PlayStation can understand and has undergone the necessary cramming required to fit such a bloated monster into the comparatively tiny amount of memory available.

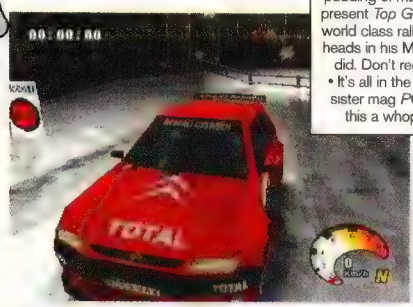
DID YOU KNOW?

- Some of the world's best rally drivers have ended up being blinded by their sport. Stones through the window you see. Terrible business. Or low flying birds.
- That portly little Christmas pudding of man who used to present *Top Gear* was once a world class rally driver. Turned heads in his Mark I Escort, he did. Don't recall his name.
- It's all in the hardware: our sister mag *PC Player* gave this a whopping 96%!

Dirty Boy

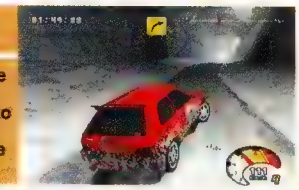
Of course, any offroad game this year goes up against *Colin McRae Rally 2*, and as such has to offer some pretty special perks as a result. *Rally Championship* may not have the longest list of features in the world but it's got enough to keep any reasonable gearhead happy, from car tuning to clever graphical effects. One of the most important concerns for many rally fans is the inclusion of real licenced car types, where *RC* doesn't disappoint. There's no mention of who's driving them (that must cost extra) but from the Seat Ibiza to the Ford Puma, it's real models and statistics all round.

Only once you really start playing the game heavily do nasty little problems start to appear. After ripping the bumpers off during some over ambitious powersliding in an area populated by one too many



Ohh, stick you

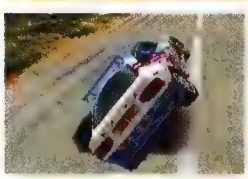
Though first seen in *Colin McRae Rally*, it's still impressive to see mud and snow sticking to the car bodies in *Rally Championship*. What's not so good is that it never sticks to the paintwork where the bumpers used to be if you've ripped them off. Perhaps that's a bit more tricky to achieve technically. Maybe in the sequel?



Fine-tuning

After the extraordinary level of detail available for fine tuning your cars in *GT2*, *Rally Championship's* rather lacklustre car set-up menu looks embarrassingly threadbare. We guarantee you'll never bother refining car stats here.

Smaller cars are there to be bullied, whether on the British roads or in our games. Use them to get safely around tough bends.



Getting lonely? Arcade mode is at hand to let you play in a pack of five cars, but the top couple are *really* good.

trees, you think the damage system must be pretty advanced. Until, that is, it happens again and again, when it becomes obvious this is the only degradation it is possible to impose upon your muddy motor. You'll discover this the hard way, as even the tiniest shrub seems to have a titanium core, and these scientifically perplexing plants prove totally unyielding to a mass of steel and glass colliding at some 240KMH. The checkpoint signs are yet more incredible, gliding ghost-like through a whole car, though emerging seemingly unscathed on the other side.

Unless you're in Arcade mode you will be travelling cross-country alone of course, like real rally, but there's something to be said for the tranquillity of the journey. The calming oscillation of the engine as the sun comes up and the countryside shoots by... though the walls of fantasy come crashing down just as soon as you hit another bollard-sapling hybrid or flip the car in unconvincing fashion.

Clever business, like mud that sticks to the car, offers weak resistance against frustration, and a fly cockpit view is spoiled by a rubbish shaking camera that could've been saved with a few kilobytes of inertia programming. At least if you value quantity over quality there's a shed load of lengthy tracks in all sorts of weather and lighting conditions to race through. It's not unfair to say you'd be best waiting for the *McRae* sequel however, a game that's guaranteed to excel in every area where *Rally Championship* fails.

"If you value quantity over quality then there's a shed load of lengthy tracks in all sorts of conditions to race..."

Mud Fight

After you get out of the first rally season, where each track is set in Wales (glamorous start guys, well done) there are some very long, enjoyable courses set in various locales around the globe.

PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
MUD FLAPS	

67%

Stalled out in the mud behind *CMR2*...

Alternatively:

MORE EA online www.ea.com

(Right) The on-bike view is a bit more exciting, but the speed is still lacking. (Below) Powering-up off the grid for a wheelie.

release date 03 MAR

You can look behind to spot rivals, but watch where you're going!

Superbike 2000

FOUR WHEELS GOOD, TWO WHEELS BETTER? WE GREASED OUR HAIR BACK TO FIND OUT.

PLAY INFORMATION

Official PAL UK

Publisher	EA Sports
Contact	01753 549442
Price	£29.99

One Player · Memory Card · Dual Shock · Two Player · Split-Screen

What a waste. Electronic Arts managed to clinch the official licence for the SBK Superbike World Championship. This means the game is packed with all the riders and bikes from the 1999 season. Well, the only rider most people will recognise is Carl Fogarty, but all the big bikes are here: Ducati, Honda, Kawasaki, Suzuki, Yamaha and Aprilia. You even get to tune them up for each race, choosing forks, gearing, suspension, and tyres.

DID YOU KNOW?

• One of the most famous motorbike racers was Barry Sheene, who broke more bones than he did lap records... probably.
• Pop oldie David Essex starred in Seventies bike-racing movie, Silver Dream Machine. *More recently he starred in the Bournemouth pantomime!*
• There isn't a Joan Collins superbike.

Naturally, you can race the full Superbike championship, around the 13 authentic tracks including Monza and Hockenheim. As well as standard races, you even get the option of racing weekends, consisting of practise, qualifying, superpole and two races. It could have been so good.

"There's none of the exhilarating high-speed thrills of real superbike racing..."

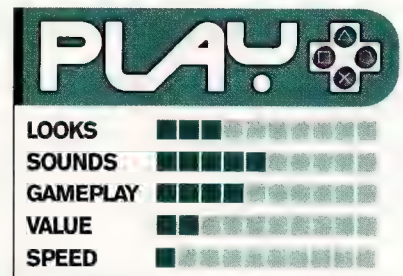
On Yer Bike

The real spanner in the works arrives when you get out on the track. The races are introduced by Keith Huewen from Sky Sports, although he sounds suspiciously like Eric Idle. We half expected him to start singing *Always Look On The Bright Side Of Life*. Very appropriate when you realise quite how poor the game is.

The 3-D action is positively pedestrian. As you rev-up the bike, you'd expect the scenery to fly past, particularly as it's of the cardboard cutout type. But even at top speed, it hardly feels like you're doing 50mph, never mind 180. Aptly, the bike's rear wheel doesn't look like it's spinning, resembling little more than a black rectangle. Other bikes aren't any better, and when there are several nearby, the action slows down even further.

Even if you switch the view to first-person, there's none of the exhilarating high-speed thrills of real superbike racing. You don't even get any spectacular crashes – even if you smash straight into the barrier, your rider never falls off! Worse still, the collision detection is dodgy. If you get within a few feet of another bike, you sometimes see your rider's foot go out, accompanied by a clunking sound – apparently you have made contact!

The game's only saving grace (or not) is a split-screen two-player mode, but it's still pants as it's just one on one. Comparing *Superbike 2000* to EA's own, infinitely superior *Moto Racer 2*, it makes you wonder why they bothered.



37%

More like a push-bike than a superbike...

Alternatively:
Moto Racer 2 87%
Castrol Honda Superbike 42%

Hell for leather

If you've got a friend, you can race against each other in the split-screen two-player mode. Sadly there are no CPU riders to race against – it's just a one-on-one duel. Even so, the 3-D engine still slows down a bit.

Written By Phil King

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Back to the future

Interview with David Perryman

DP A variety of things have influenced us for *Rollcage Stage II* (from now on known as *RCSII*) and the original. But we've taken the most influence from the press and public's response to the original *Rollcage*. We've listened carefully to criticisms and have tried to rectify them

of the same'. It's more like a dozen sequels rolled into one. *RCSII* as over ten different game modes for both single and multiplayer. We want people to get value for their hard-earned cash.

PLAY What games do you

DP I reckon *GT2* is going to do the business, hell, you can drive souped up Minis – how cool is that?

DP For a start, it's not just 'more

DP Well, great as *GT2* is, you're not going to be able to drive a Mini on the ceiling of a tunnel at 300kph sending a driller missile up some guy's exhaust – souped up or not! If you want that then you need *RSCII*.

DP If you have to nail me down to one thing I'd have to say the physics. We've spent a lot of time ironing out all the niggly things that made the original harder to pick up for beginners, whilst retaining a healthy amount of that 'seat of the pants adrenaline rush' experience that proved so popular.

DP My absolute personal favourite bit is Scramble mode. All the tracks are specially designed, floating in space with no edges to help you. One mistake and you're off! The tracks are truly inspired at times with all sorts of jumps, twists and banks – they're real roller coaster rides

Rollcage Stage II

WITH PSYGNOSIS' WIPEOUT SERIES GOING FROM STRENGTH-TO-STRENGTH, THE STRONG-ACCENTED DEVELOPERS FROM UP NORTH ARE HOPING FOR A REPEAT PERFORMANCE WITH ROLLCAGE STAGE II.

PLAY INFORMATION

Official PAL UK

Publisher	SCEE
Contact	0881 505505
Price	£34.99

After boozing the night away on cheap drinks promotions, fine football, fast women and frequent bouts of grub, the need for mindless 'legal' destruction at the end of a drunken Friday evening is powerful.

This time last year Psygnosis unleashed a popular racing shoot-em'-up that had many similarities both on and below the surface to the company's *Wipeout* range. Equipped with four wheels, an indestructible body-shell and an arsenal of weapons more impressive than Lara Croft's curvature, the game became an instant hit. Its name? *Rollcage* of course. Painfully remembering the *Formula One* sequels of the past, *Stage II* didn't initially grab us as being a sequel worth having, but we played on...

Death Race 2000

Keeping the successful control system identical, Psygnosis has been developing the longevity of the game, in addition to modifying the odd in-game characteristics. The desire to incessantly taunt your opponent as you let loose a homing missile up their backside remains – there are just more tracks, locations, cars and game modes to do it in.

The need to expand the selection of cars is one of the main areas of improvement. The pitiful six death machines from the original *Rollcage* are now 15-fold; offering the player a vast selection of handling, weapons and tactical styles. The quantity and quality of the weapons have also undergone moderate improvements.

With 12 in total, new tantalising weapons have been added to complement the existing methods of death, which have undergone upgrades or modifications to provide a more impressive visual effect. ▶

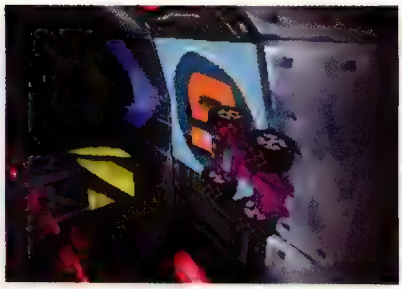
DID YOU KNOW?

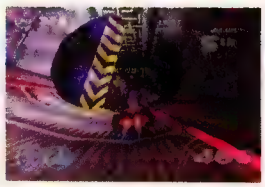
- 'Roll' and 'Cage' are actually two separate words fiendishly combined to create the title: *Rollcage*.
- Although of similar concept to the *Wipeout* series, the entire PLAY team agrees the latter is a far better game.
- Money does grow on trees, however, original concept ideas apparently don't!
- N64 is dying, the Dreamcast is suffering and the PlayStation2 will dominate the world!

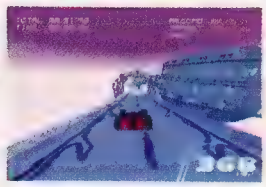
(Below) Ram the other power-hungry opponents aside to clear a path.

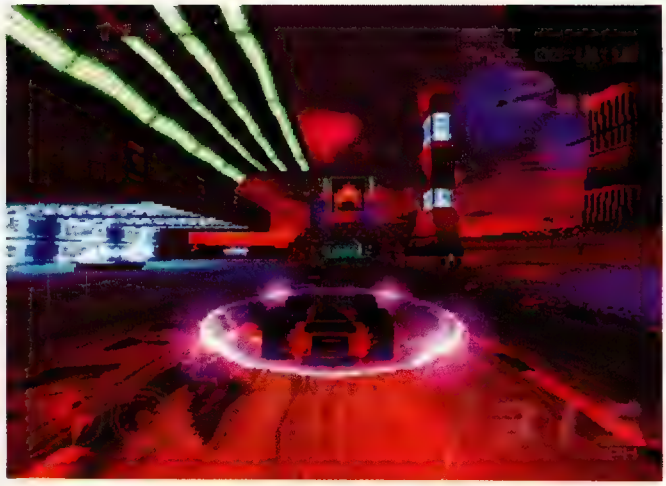
Use every weapon at your disposal to crush all enemies that get in your way

Written By Paul Morgan

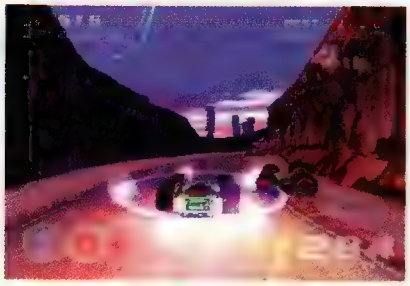


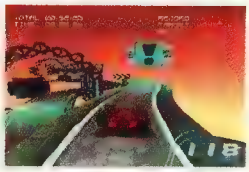






"The pitiful six death machines from the original Rollcage are now 15-fold; offering the player a vast selection of handling, weapons and tactical styles..."

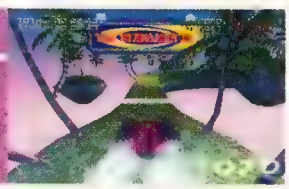


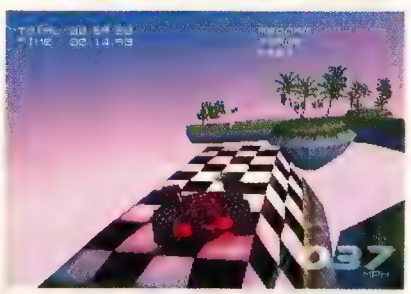


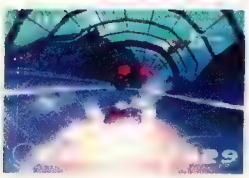
Often the best path through is straight down the middle, with your guns-ablazing and pulses-a-pulsating.

Scrambling

One of the more innovative ideas, at least within the *Rollcage* world, is the inclusion of the Scramble mode; these are timed tracks, with Gold, Silver and Bronze medals awaiting at the finish line – ala *Gran Turismo*'s Licence mode.





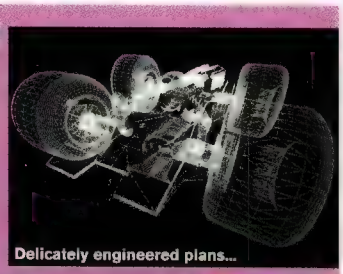


(Above) You must come to a stop to proceed! (Left) Use the weapons at your disposal to increase your position.

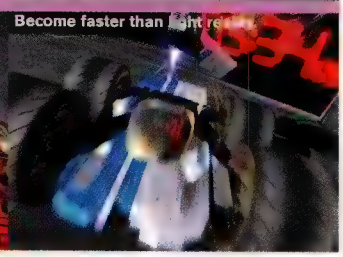
Attention to detail

Driving Miss Crazy

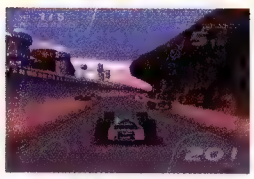
Although there is a mammoth array of cars on offer to drive (100 in all) their handling and appearance is not always significantly unique. In most racing games cornering and acceleration are important, however, *Rollcage* requires: "Guns, lots of guns!" Body armour and weapon selection are the most vital areas of a car if you're to win the highest, and hardest of leagues.



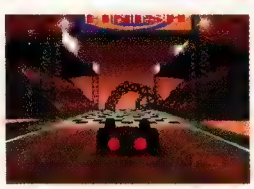
Delicately engineered plans...



Become faster than light r...

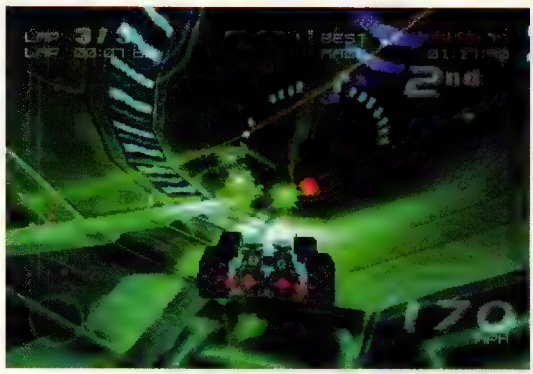


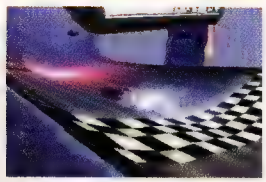
The various weapons create different visual effects: Slow-down looks murky red, whilst Speed-up is often coupled with a hint a blue and a bloody great turbo boost.

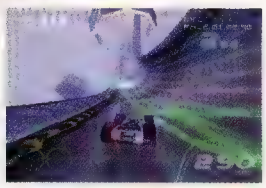


The aim of *Rollcage* is not simply to provide you with a track, weapons are the sole key to victory.

▶Murderous beauties such as the Driller Rocket that, er, drills through everything – leaving absolutely nothing standing – are now present. Joining such destructive delights as the original Chain Gun and Time Warp are: the Tazer Ram, which sends any car near you skyward; the Laserblades, which are long blades attached to each wheel hub; and the awesome Stasis Beam – this produces a blindingly fast incandescent laser streak from the front of your car until it hits an object.







Let's Rock

Along with the odd touch up here and there, the most impressive improvement is the increment of games modes from the original. Under the one-player banner you have the traditional league, arcade mode and time trial. But to maintain the single player's interest, the developers have seen fit to include: a training facility, to teach you the basic elements of the game; a Survivor mode, whereby you must win to continue; Demolition mode, an all out rampage throughout the courses' objects; and a Scramble mode, in which you must get from start to finish in a pre-determined time – think *Gran Turismo's* licence section, only on stunt tracks!

Thankfully Psygnosis has recognised that, although the incredulous explosion of cars and competitions may have worked for Sony's *GT2*, the need for multiplayer attraction is a necessity if this sequel is to succeed. Sure the crispier graphics and funky new soundtrack do their part, but what good are looks if there is no soul – woah, that was deep! Amongst the wild array of one-on-one action, there is a Tournament mode, Time Attack, Pursuit mode, and let us not forget the enhanced Combat mode. However, a new inclusion to the *Rollcage* world is the Rubble Soccer mode. What started off as spurious remark made by the press turned into a special extra created by the developers; two goals, two cars, one rock – get the picture?

"A predictable sequel, that although entertaining, is still lacking any staying power... but Rollcage devotees will love it..."

Cline Wars

Fans of the original will be singing with delight from the highest of hills, however, there is really little to get too excited about. Groundbreaking games such as the *Gran Turismo's*, *Tomb Raider's* and *Metal Gear Solid's* can get away with only a slight face-lift here, because they made such an impact on their genre's the first time. *Rollcage* may have been an enjoyable game, but it didn't show the creative juices that went into the aforementioned titles. *Rollcage Stage II* is a predictable sequel, that although entertains, is still lacking any staying power. Needless to say, *Rollcage* devotees will love it, those who were tempted a year ago might indulge themselves second time around, and the remaining folk will find little to entice them.

PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
NEW IDEAS	

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Good fun, but the same old story...

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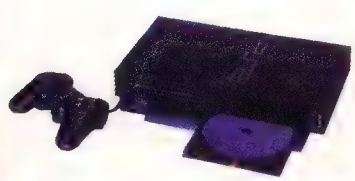

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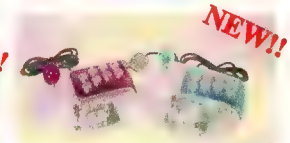

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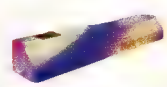

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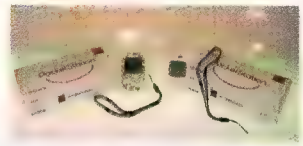

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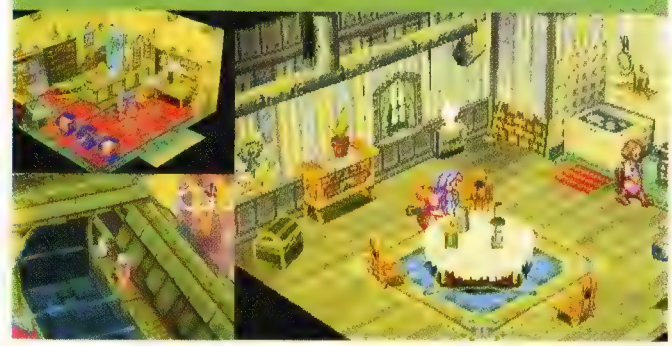
Sitting on the dock of the bay, watching the tide roll away... ah, bliss!

Looks aren't everything

Beneath rough visuals lurk nice ideas

There are three very distinctive environments in *Grandia*. From the human settlements consisting of vast industrial landscapes to the spiritual temples constructed by the humans' feral enemies, every one is superbly designed. The third noticeable shift in scenery comes when you first experience the Icarians. The FMV gives away a lot at the beginning with huge spires stretching into the sky and ethereal beings gliding through the clouds. It's all beautifully created and with exquisite music to accompany it all, we can see why Saturn owners loved it so much!



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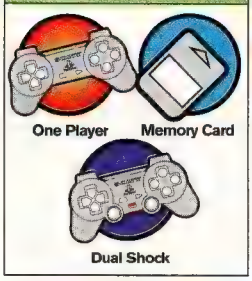

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Grandia

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AN RPG AS OLD AS THE SEGA SATURN, GRANDIA MAKES IT'S LONG DELAYED DEBUT ON THE PSX.

Written By **Ben Lawrence**

Remember the Saturn? Of course you do, it looked like one of those rubber bricks you were forced to dive for in pyjamas when you were at school. It sank in pretty much the same way too, but before bubbling under it was graced with an RPG that some would say actually beat *Final Fantasy VII*. Surely not?

Justin, a 15-year-old with a wooden sword and over-abundant imagination is the Anakin of RPGs (but aren't they all?) Destined for great things, he and his buddies Sue and Feena are the unfortunate individuals who stumble across the huge military excavation of an ancient burial site. General Baal (boo, hiss and other goading) and his cackling cohorts are about to unwittingly unleash the power of the Icarians, a benevolent race of people who ruled the Earth long before man. If this happens, as you may have guessed, it's curtains for everyone!

DID YOU KNOW?

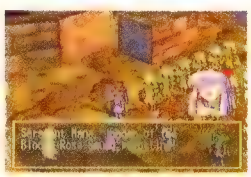
- *Grandia* was hailed as the Saturn's best RPG. We can't really remember any others though...
- This is true. In 1996 a 15-year-old went on his own 'quest'. He decided to swim the Solent with a bucket on his head and when rescued after nearly drowning he told psychiatrists that he was on a special mission for Tony Blair. He was committed.

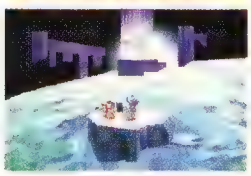
Grand Day Out

The depth of story is surprisingly luxurious and it soon becomes clear why such an effort was made to resurrect *Grandia* from the Saturn's ashes. The environments are lavish to behold and can be fully appreciated with the nattiest camera control system we've seen for yonks. Although the characters are two-dimensional, the backgrounds are completely 3-D and fully interactive. This makes for some serious adventuring as Justin and chums delve deeper into the Icarian mystery. And what a mystery it is too! You quickly discover, through the hundreds of eccentric characters on your quest, that *Grandia* is far from just being 'another' RPG and one that eventually takes you to the Heavenly realms of the Icarians themselves. It's a Tardis of a game, so deceptively plain on the surface but buzzing with activity inside.

Compared to *Final Fantasy* on a purely superficial scale, *Grandia* is an absolute pig. That's a harsh criticism though, considering it is already an old game and if you can ignore the wrinkled appearance the story will absorb you. The combat system is also the regular affair with Justin and Sue whole-heartedly seeking out new spells and weapons to aid them on their turn-based quest, but you've seen most of the technical jiggery-pokery before and nothing about the menu systems of combat grabs you by the danglies. If you are seeking a story and plot that little touch richer though, you'd be hard pushed to find it anywhere else. This isn't a *Final Fantasy* beater but it's a cracking RPG nonetheless.

"Considering this is already an old game, the story will absorb you..."





Well that's what you call a view! Houston, they most certainly have a problem!

Arm yourself

Fighting with Sue at your side is an advantage because each character can attack simultaneously rather than wait for the other to get a beating before wading in to help. Other than that though, you've seen most of it before!

PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
QUESTS	

87%

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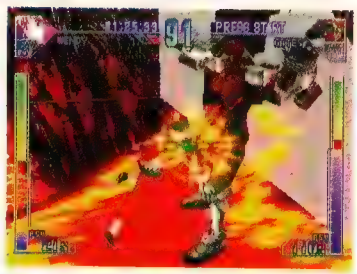
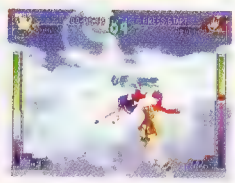




Psychic Force 2

Written By Ryan Butt

Predictably tedious?

Official

Publisher JVC

Contact ✆ 0171 2403121

Price £29.99

One/Two Player ■ Dual Shock Memory Card

It still amazes us how Japanese developers (in this case Taito being the guilty party) think that they can get away with making simple two-button beat-'em-ups when *Tekken 3*'s acclaimed complexity will kick their ass every time! *Psychic Force 2* is certainly attractive enough to enjoy flirtatious glances from eager gamers, but it's only ever going to be a dirty one-night stand before they sober-up and go home to the loving bosom of *Tekken*!

Like the previous game, the fights in this arena take place in odd see-through cube constructions which float above some interesting backdrops. Players get the full run of the cube to float about and engage their opponents in frenzied attacks, but don't expect to be dazzled by ten-hit nose-bustin' combos, only five-hit slaps at best. It certainly doesn't take a black belt to master, but at least Taito seemed to acknowledge this and stuffed the game full of other more interesting modes to pad it out. Despite offering reasonable value for money in terms of depth though, this is about as interesting as *Toshinden*, and that's over four-years-old! **65%**

Tiger Woods PGA Tour 2000

He's the king of the swingers!

Official

Publisher Electronic Arts

Contact ✆ 01753 549442

Price £29.99

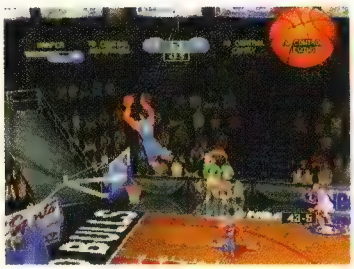
One/Four Player ■ Dual Shock Memory Card ■ Multitap

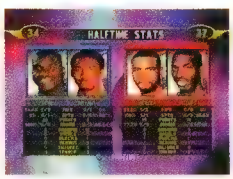
A golfing prodigy he may be, but an appealing game character he is not. In his first two PlayStation golfing games (*PGA Tour '99* and *Cyber Tiger*), we would go as far as to say that he came across as having all the charisma of Ken Barlow's old slippers, so will he be a little more dynamic in his new 2000 update?

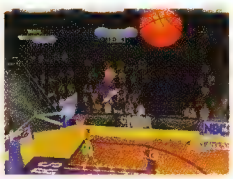
Absolutely not! Unfortunately, the young phenomenon still delivers mundane voice-overs with all the dead-pan charm of a dead Jack Dee, but at least the game itself is a bit better this time round. *Tiger Woods PGA Tour 2000* contains all of the elements you would hope to see in a serious golf game – tournaments, skins games and so on, and it is played out on some of the world's most hallowed courses. The only main criticism we have is that unless you own a Dual Shock pad, the control system is utter pants. The swinging gauge is confusing and getting the timing right is a joke thanks to the annoying delay in the response time when you hit the button.

When using a Dual Shock though, all this frustration is eradicated with a simple pull-back and then push-forward of the left twin-stick, Tiger clouts the ball with precision accuracy and all is forgiven. Well almost, the graphics are generally only passable, and some stupid bugs were still evident in this review code such as golfers facing entirely the wrong way when taking putts. Certainly not a great golf game, but passable. Just. **62%**

(Below) You'll need to study the fine contours of the green before attempting any putt. That is, if you can be arsed. Which we couldn't.







NBA Showtime

NBA, jammy or cheesy?

Official

Publisher: Midway
Contact: 0171 9384488
Price: £29.99

One/Four Player ■ Dual Shock Memory Card ■ Multitap

A few years ago there was one basketball game that mattered, and one only. It was a game that was successfully ported across from arcades to home consoles, and it was compelling in the extreme. The game was of course *NBA Jam*, and this is little more than a shoddy update.

All the elements that made *NBA Jam* such a success are here – simple two-on-two matches, turbo bars, rim-rockin' slam dunks and on-form fire surges. The main problem though is that it looks absolutely awful! The animation is poor and the big-name players (two of which you can pick from any of the NBA teams, and swap at half-time) look like over-sized Halloween masks stuck on Lego men.

Of course, if you liked the *NBA Jam* games, or enjoy all things basketball in general, then there is fun to be had, just not in an original sense. This has all been done before, and better, and unless you have the anticipation skills of an aging Vegas card shark then you'll never be able to steal the ball off the opposition, meaning that the matches consist almost entirely of end to end scoring in turn. It is big on action though, and some of the dunks are hugely entertaining, at least they are the first few times you see them. Before long though it gets too repetitive and you'll realise that it makes more sense to play it for ten minutes in the arcade than buy this. **67%**

Cricket 2000

Gunning for your googlies!

Official

Publisher: Electronic Arts
Contact: 01753 549442
Price: £29.99

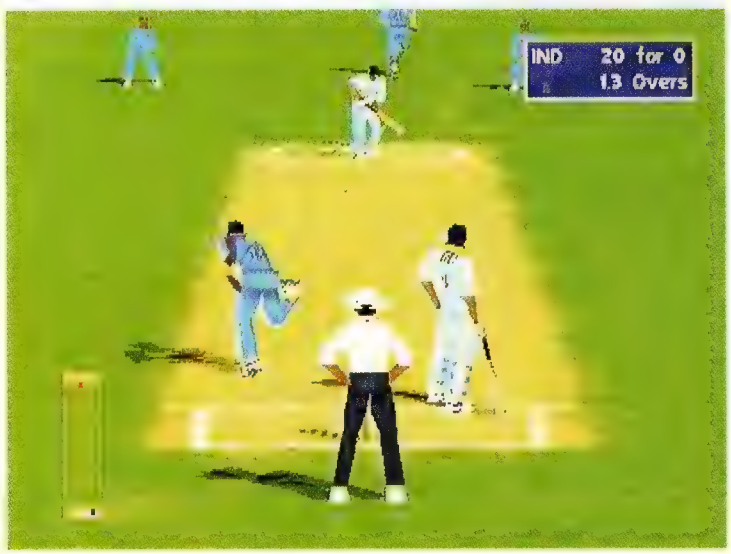
One/Two Player ■ Dual Shock Memory Card

Yes, we're surprised that cricket was deemed 'interesting' enough to warrant another PlayStation game as well. Sorry to offend fans of the sport, but not an interesting videogame it makes, and we thought Codemasters' *Brian Lara Cricket* would appease the supporters long enough for the PlayStation to run its course. Obviously EA Sports had other ideas.

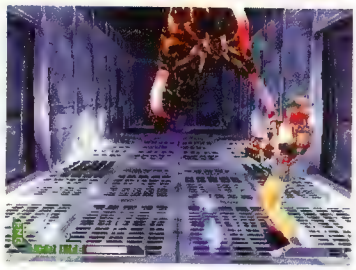
The game itself is a bloody good first effort, it has to be said, it must be if we were prepared to give up an entire afternoon to play it, and not even *ISS* enjoys such a luxury in these tight deadline days (they can't take away our evenings though!) Graphically it is a little rough around the edges, and when fielding there is practically bugger-all to do except bowl the ball and watch as one of your little distant stick-men fielders chases it and tosses it back. Batting is where the big fun is at though, and there is great satisfaction to be had by placing the ball away from anyone and watching your friend go red with anger (or the PlayStation smoulder if playing alone) running round in circles whilst you're notching up those long streams of runs.

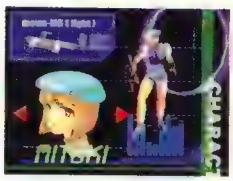
There's not much here to entice non-hardcore fanatics, but if you're after a new cricket game to occupy you whilst rain stops play, then this is as likely to impress you as *Brian Lara Cricket* did. We just hope they aren't churned out with the same regularity as *FIFA*. **80%**

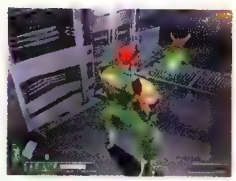
(Below) The cricketers weren't impressed when the umpire launched into an impromptu Michael Jackson impersonation...

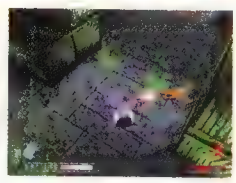


Written By Ben Lawrence









Chaos Break

Unoriginal evil in space...

Japanese

Supplied by Project K
✆ 0181 508 1328

One Player ■ Dual Shock Memory Card

When a deep space research facility sends out a distress signal complaining that slimy, face-sucking goblins are running amok and making a nuisance of themselves, dear old Ripley was taking some well earned R&R after her various encounters with her famous phallic fiends, so Jill Valentine and Chris Redfield wannabes stepped into the fray instead!

Being a strange blend of *Contra* clone *Gungage* and *Resident Evil* doesn't do the game too much harm but to cross such a classic with such a dud is risky business. Our two troopers arrive aboard the stricken ship pumping some serious plasma rifles, then set about cleansing the vessel of bugs. There are puzzles aplenty to solve, none of which play that much havoc on the old noggin, and aliens galore to deal with.

Taking its inspiration straight from *Alien* with the face-hugging aliens and *Resident Evil 3* with the mandible flashing worms you could well feel cheated, and rightly so! A little originality costs nothing. The notion of mixing two genres is cool and although a little off-putting at first you could soon warm to the idea.

Don't especially seek out *Chaos Break* as it is unlikely to cause many a ripple of excitement, it is also looking dated in comparison to the likes of its roots of inspiration, *Resident Evil*. It will give you a quarter of an hour's worth of mindless fun though. Don't expect much and you won't walk away disappointed. **66%**

Missile Command

Defending Earth, retro style

American

Supplied by Project K
✆ 0181 508 1328

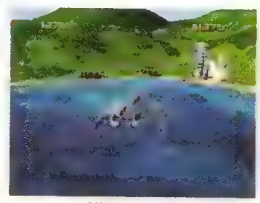
One/Two Player ■ Dual Shock Memory Card

You would have thought that with *Space Invaders* and *Q*Bert*, the whole retro thing would have been kindly jabbed with a lethal injection. Alas, such sweet sleep is far from *Missile Command's* mind.

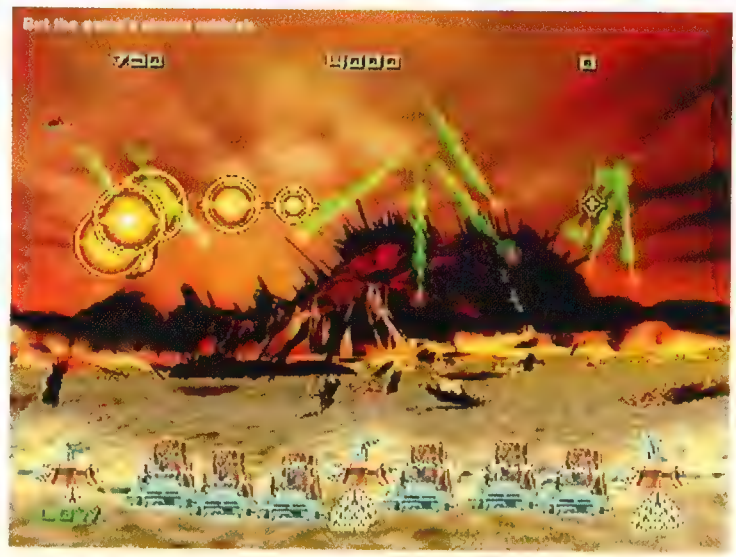
The premise, if you aren't aware, is to aim your cross-hairs at a storm of falling missiles and blow them out of the sky before they make contact with the ground and destroy your precious buildings. Things follow the formula of getting progressively more difficult and you are left facing the hardest task imaginable... staying awake.

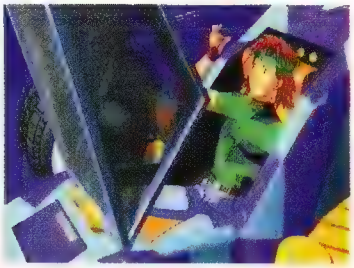
The new version of *Missile Command* is nothing more than a pseudo 3-D version of the classic. Poncing up some old visuals with a fancy, somewhat groggy, look serves the game almost as much as it would if you were to sledgehammer your PlayStation. There are occasional treats dangled in front of your eyes such as weapon power-ups and customary nonsense such as shields but so little thought has gone into revamping the game it's like the time the BBC gave *The Antiques Roadshow* a 'phat theme' and aimed it and goofy-teethed, tweed jacket-wearing fat aristocratic children with Granpapa's old tin toys. Rubbish.

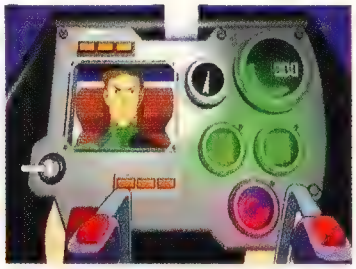
For old codgers out there who remember shoving their shillings into arcade machines after school this might serve to rekindle a distant memory of long forgotten summers and stolen kisses, but don't count on it, most people would rather drink congealed dog vomit than play this. Old, nasty and should be buried. **24%**

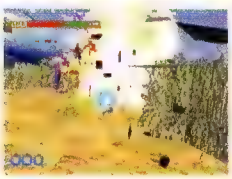


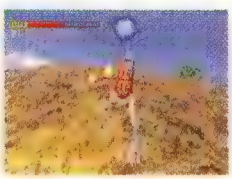
Nice new 'intro' stuff...

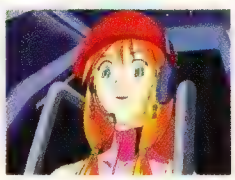












The Gun Shooting

Gary Barlow of gun games!

Japanese

Supplied by **Project K**
✆ 0181 508 1328

One/Two Player ■ Dual Shock Memory Card

Oh, this is a giggle! Try and imagine a game so bad that you just can't help but laugh. It's not like you've been offended or felt betrayed at splashing out your pennies on it because you just can't help but snigger at it. *The Gun Shooting* (beautiful use of language there guys!) speaks for itself really. Just look at the screenshots... would you spend money on that? Thought not.

The bit-mapped monstrosities that fling themselves towards you are almost unrecognisable as enemies. Bizarre shapes lurch and lunge around and gallivant across the screen, and somehow, in-between trying to focus, down Nurofen to dull the encroaching migraine and make sense of why you've paid money for it, you actually have to shoot at the screen! It's much like watching a test-card through a fish tank. The game is also on rails (as are most gun games) but the action moves so quickly and the camera swoops so rapidly through the jagged foliage that you never have a chance to appreciate what is going on. We suspect this might be a crafty way of preventing you from seeing just how bad the enemies are. Believe us, they are truly bad.

Light gun games have come far, and although they are considered relatively slim pickings on the PlayStation, the games we do possess are strong. Come forward Don and Dan and take a bow. *The Gun Shooting* is a terrible step backwards, being as unimaginative as it is ugly. No PlayStation owner should go near this. **14%**

Monster Rancher II

Music to make monsters by!

American

Supplied by **Project K**
✆ 0181 508 1328

One/Two Player ■ Dual Shock Memory Card

It's full of ugly little buggers again, but so's this office, and that doesn't mean it isn't fun!

With the Tamagotchi craze long passed, the monster breeding 'explosion' still lives on with the colourful Pokémons happily knocking each other about (and up!) This acts as the perfect excuse for *Monster Rancher 2* to rear its ugly head.

As before, you can place any normal music CD into your PlayStation and the game will generate a monster from it. This obviously gives endless opportunities to create unique beasties and it's fascinating to see which groups generate which monsters. Britney Spears turned into a cute but talentless monstrosity called Dermot!

The whole concept of raising your very own gremlin brings out a bizarre mix of paternal pride and power hungry competitiveness. You feed Dermot (or whatever name your monster happens upon) sweets, cakes, fruit, high-protein pills and barbecued snakes then shove him in an arena to get his arse kicked. You'll love *Monster Rancher 2* if you are a fan of the *Pokémon* craze and if you long to have babies, but anybody longing for a beat-'em-up with quick rewards for minimal effort will be sadly put off. Have a little patience, have a bundle of CDs and have a fantastic time raising your scaly, temperamental, brood. Another word of warning though, other than marginal differences from the first game you won't notice a marked change. As it is though, *Monster Rancher 2* is a joy to play, if somewhat lacking in originality now. Recommended, but only just! **76%**

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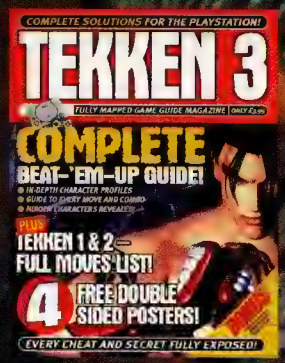

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It really could not be more simple. Basically, the Dial-a-Game™ service is the fantastic new way to get hold of PlayStation stuff. As opposed to having to send cheques, postal orders or use a credit card, the cost of the call pays for them instead! And, as the cost is added to your telephone bill, in some cases you won't have to pay for your goods for as long as four months! Just call the number below the product you want, listen to the Dial-a-Game™ service, leave your details and then just sit back and let the Postman do the rest!

16 Unfortunately, the Dial-a-Game™ service is not available to persons under the age of 16. No goods will be dispatched to any persons suspected of being under this age without written permission from the person paying the bill.

BONUS CHEAT CARD!!

When ordering any product marked with the 'cheat for free' symbol we'll send you a £20 cheat card for absolutely nothing!

Grand Turismo 2
0906 2223000

Final Fantasy VIII
0906 2223001

Dino Crisis
0906 2223002

Acecombat 3
0906 2223003

Medal of Honour
0906 2223005

Crash Team Racing
0906 2223006

Formula 1 '99
0906 2223007

Colin McRae Rally
0906 2223307

Street Fighter X plus Alpha
0906 2223308

Shaolin
0906 2223008

Carmageddon
0906 2223009

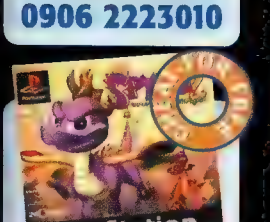
Time Crisis
0906 2223010

Resident Evil 2
0906 2223303

Silent Hill
0906 2223011

Metal Gear Solid Platinum
0906 2223012

Medievil
0906 2223013



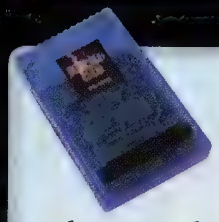
Spyro 2
0906 2223014

WIN A PS2!

Be one of the first to own Sony's awesome new console. We've got three up for grabs in our amazing PS2 competition.

0906 2223033

All entries must be received by April 10th 2000. Calls cost £1 per minute and the maximum call cost is £3.00. Winners will be notified by post. Send a SAE for full competition rules to Game:24/7 Ltd. PO Box 293, Leeds, LS2 7AG. Ask the billpayer's permission.



Cheat Card
0906 2223315
If you have to cheat you might as well do it properly. Not only is this card pre-loaded with 100's of top cheats, it also finds new ones!

TopDrive GTO Dual Shock compatible wheel
0906 2223319
This wickedly priced wheel boasts many programmable features - including wheel-mounted F1 style gear shifter and Dual-Shock force feed-back.

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We've got one of Sony's amazing 'furry' friends from the future up for grabs!! This virtual pooch with a price tag of over £1000 could be yours!

0906 2223033

All entries must be received by June 10th 2000. Calls cost £1 per minute and the maximum call cost is £3.00. Winners will be notified by post. Send a SAE for full competition rules to Game:24/7 Ltd, PO Box 293, Leeds, LS2 7AG. Ask the billpayer's permission.

DELIVERY IN THREE DAYS!!

Just Out!

Coolboarders 4
0906 2223035

Just Out!

Ehrgeiz
0906 2223036

Southpark Rally
0906 2223034

Final Fantasy VII
0906 2223309

Driver
0906 2223015

Gran Turismo
0906 2223304

Quake 2
0906 2223016

Just Out!

Armorines
0906 2223033

Ready 2 Rumble
0906 2223017

Tekken 3
0906 2223305

Just Out!

Spec Ops Stealth Patrol
0906 2223018

Star Wars
0906 2223019

Toy Story 2
0906 2223020

Mickey's Wild Adventure
0906 2223021

Metal Gear Solid Special Missions
0906 2223306

Music 2000
0906 2223022

Knockout Kings 2000
0906 2223023

Ridge Races Type 4
0906 2223024

Urban Chaos
0906 2223025

This is Football
0906 2223026

WCW Mayhem
0906 2223028

Just Out!

Resident Evil Nemesis
0906 2223030

Just Out!

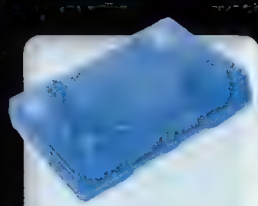
Track & Field 2
0906 2223031

Just Out!

ISS Pro Evolution
0906 2223032

Multitap
0906 2223310

Dual Shock & 1 Meg Memory Card
0906 2223316

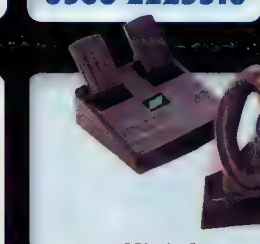


Colour Shell
0906 2223027
Funk up your little grey box with this super-snazzy see-through cover. Available in green, blue, purple and pink! (state when ordering)

Recoil Light Gun & reload pedal
0906 2223318

Air Pad
0906 2223313
Unique Motion reflex Technology responds to every movement - now you can lean into bends and twist your way out of trouble.

24 Meg Memory Card
0906 2223317



Official F1 Jordan Wheel & Pedals
0906 2223029

Want to get your hands behind the wheel of a F1 Jordan speadster? Well now you can. Sort of No other wheel has Va-Va-Voom quite like this The most authentic F1 controls. The most outstanding effects. Style and class no other wheel can live with.

Calls cost £1.00 per minute. The maximum cost of call for all products is £23 with the exception of items displaying the 'cheat-for-free' badge which are £42. Make sure you have the permission of the person paying the bill. Delivery within three days subject to stock. For technical & delivery enquiries call 0113 3830420. Game:24/7 PO Box 293, Leeds LS2 7AG

stationmaster

Welcome to **station**master, where we provide the latest cheats, tips and codes for the hottest releases. If you have any cheats or requests, contact us at the addresses below

Q&A questions&answers

Q I have **Independence Day** (I know, please don't laugh) and wondered whether there are any cheats for invincibility? Cheers!
Simon Pither, Hammersmith
A For invincibility enter LIVE FREE as a password then go to the game selection screen and quickly press ⇦, ⇨, ■, ●, ▲, ▲, ⇩.

Q Are there any cheats for **Soul Reaver**? I'm looking for cheats that will give Raziel infinite health or all abilities. If there no cheats could I have some X-Plorer codes instead?
David Hurstson, Hampstead
A There are plenty of cheats, so for all abilities pause the game and hold L1 or R1. Then press ⇧, ⇧, ⇩, ⇨, ⇨, ⇦, ●, ⇦, ⇦, ⇩. To refill Raziel's health bar pause the game and hold L1 or R1. Then press ⇩, ●, ⇧, ⇦, ⇧, ⇦. We're too good to you lot, we really are!

Q I have recently bought **Medal Of Honor** and I wondered if you had any cheats for it?
Mark Ellis, Redcar

A For invincibility enter MOSTMEDALS as a password into the typewriter and for infinite ammo enter BADCOPSHOW. You may find that you have to attempt a few levels before the passwords begin to work.

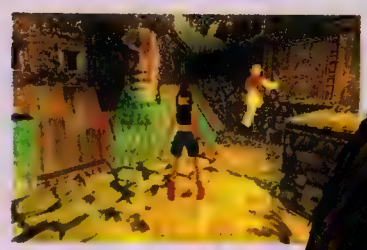
Q I have just bought **Driver**, which happens to be the best game on the PlayStation, and I can't manage the New York levels very well. Are there any cheats for invincibility?
Roger McLaren, Dover
A Enter the following cheat on the cheats menu. Quickly press L2, L2, R2, R2, L2, R2, L2, L1, R2, R1, L2, L1, L1. You should now be able to select invincibility from the inventory screen!

Tomb Raider The Last Revelation

New cheats for Eidos's legendary female adventurer... official UK

Level Skip

Make Lara face exactly north then enter the inventory screen to gaze at the compass. If the red point isn't blinking slightly then try positioning her again. Now go to 'Load', hold L1 + L2 + R1 + R2 and then press ▲. If Lara was positioned exactly north, you should now be able to close your inventory and head straight to the next level.



Unlimited Ammo

Make Lara face exactly north then enter the inventory screen to gaze at the compass. If the red point isn't blinking slightly then try positioning her again. Now go to the large medipack, hold L1 + L2 + R1 + R2 and then press ▲. If Lara was positioned exactly north, you should now be able to close your inventory and re-open it to reveal infinite ammo for all of your weapons.

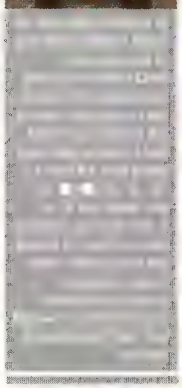
All Weapons

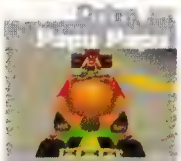
Make Lara face exactly north then enter the inventory screen to gaze at the compass. If the red point isn't blinking slightly then try positioning her again. Now go to the small medipack, hold L1 + L2 + R1 + R2 and then press ▲. If Lara was positioned exactly north, you should now be able to close your inventory re-open it again to have all of the weapons. Now that makes life a bit easier...

Crash Team Racing

Exclusive cheats and goodies for Sony's classic racer... official UK

At the main title screen (when you are presented with the game options) hold L1 and R1 and press ⇩, ⇨, ▲, ⇩, ⇦, ▲, ⇧. If the cheat has worked, you will hear a sound to confirm code entry. Now go to the character select screen and play as Penta in either Versus, Arcade and Time Trial modes.





At the main title screen (when you are presented with the game options) hold L1 and R1 and press ⇦, ▲, ⇨, ⇩, ⇨, ●, ⇦, ⇦, ⇩. If the cheat has worked, you will hear a sound to confirm code entry. Now go to the character select screen and play as Papu Papu in either Versus, Arcade and Time Trial modes. Alternatively, win the Green Gem Cup in Adventure mode.

Super Turbo Pads

At the main title screen (when you are presented with the game options) hold L1 and R1 and press ▲, ⇨, ⇨, ●, ⇦. If the cheat has worked, you will hear a sound to confirm code entry. When this cheat is active, you'll get more thrust from the green in-game turbo pads.

View Turbo Counter

At the main title screen (when you are presented with the game options) hold L1 and R1 and press ▲, ⇩, ⇩, ●, ⇧. If the cheat has worked, you will hear a sound to confirm code entry. When this cheat is active, a counter will appear when you hit more than three turbo pads in a row. The most we have got is 20 on Oxide Station! See if you can do better...

Hit those turbo pads...

Playable Spyro 2 demo

To play a special hidden demo of *Spyro 2: Gateway to Glimmer*, hold L1 and R1 at the main title screen and press ⇩, ●, ▲, ⇨. If the cheat has worked, the game will immediately load the demo.

Wanna' free go of Spyro 2?

Extra battle Arenas

Successfully complete all four Cup races in the Arcade mode under the Easy, Medium and Hard difficulty settings to unlock three extra Battle mode arenas.

The Parking Lot is the best battle arena

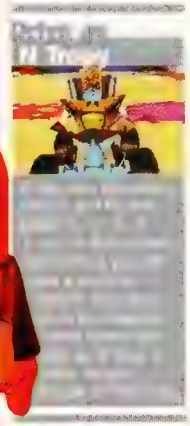
The North Bowl offers 'icy' fun

The Lab Basement is a bit rubbish, really

Scrapbook

We haven't been able to confirm that this method works as yet, but apparently you have be a bit of a king in Time Trial mode to do it. For starters, you must race on each an every Time Trial circuit and get a decent time to unlock N Tropy's ghost kart. Then you have to race against his ghost kart on every track to unlock Nitros Oxide's ghost kart. Finally, you must race against Nitros Oxide's ghost kart and beat it on every circuit (including the Turbo Track and Slide Coliseum). Then Oxide and the scrapbook are yours!

At the main title screen hold L1 and R1 and press ⇦, ⇨, ▲, ⇩, ⇨, ⇩. If the cheat has worked, you will hear a sound to confirm code entry. Now go to the character select screen and play as Pinstripe in either Versus, Arcade and Time Trial modes. Alternatively, win the Yellow Gem Cup in Adventure mode.



We don't have a short-cut code to access Fake Crash, but you can unlock him the hard way by winning the Purple Gem Cup in Adventure mode.

Q I've been reading your mag for ages and think it's brilliant **(creep)** I borrowed a copy of **FIFA '99** from a friend and he's being sly and not telling me the cheats, please help me, I worship your intelligence, Great One.
Master Bates, Bus Shelter
A You're not big and you're not clever but here's a cheat that let's you commit as many fouls as you like. Press L1, L2, R1, R2, ●, ✕, ■, ▲, Start, Select at the team edit screen. Now, get ye back to the bus shelter you strange individual!

Q Do you have any cheats for **Croc** that'll give me access to all levels?
Jack O'Sullivan, Leicester
A For a handy level skip enter ⇧, ⇦, ⇩, ⇦, ⇨, ⇦, ⇩, ⇧, ⇦, ⇨, ⇨, ⇩, ⇨, ⇨, ⇧ as a password!

Q I've heard that a level skip exists for **Bubble Bobble**. Is this true?
Febian Thompson, Oxford
A Press ⇩, ⇧, ⇩, ⇧, ⇨, ⇩, ⇦, ⇩, ⇧, ⇩ at the title screen then start the game. You may now skip a level by pressing R1. To go back a level press L1 instead.

Q I just bought **Resident Evil 2** on Platinum, which was probably the best twenty quid I've spent, but need to know whether there are any cheats that will give Leon or Claire infinite health. I've looked everywhere and can't find any so I don't mind them being Action Replay...
George Christmas, Stockport
A Action Replay codes are the only cheats available, so to give Leon health enter 800CC710 0162 and for Claire enter 800C78E2 00FF.

Q I recently purchased a game called **Rainbow Six**. I am stuck on the thith level but...
A The 'thith' level? What are you talking about? Look, here's a cheat for a level skip. Pause and hold L1 and press ■, ■, ●, ▲, ✕, ▲, ✕, ▲.

Q Here is a cheat for **Duke Nukem: Time To Kill**. For invincibility pause the game and press L2, R1, L1, R2, ⇧, ⇩, ⇧, ⇩, Select, Select. For unlimited ammo pause the game and press ⇦, ⇨, ⇦, ⇨, Select, ⇦, ⇨, ⇦, ⇨, Select. Hope they help! Can I have a free game?
Alex Statter, Walsall
A They're a bit old but thank you Alex. If you think you're getting a game though you'll have to send your letters on fifty pound notes...

Q Are there any cheats for **Beast Wars**? Any will do!
Johnny Ginger, Bournemouth
A For a weapons power up pause the game and hold L2. Now, quickly press ⇧, ⇩, ⇦, ⇨, ▲, ✕, ■. Release L2 and press Start immediately! For some hidden characters hold R1 + R2 + L1 + L2 and press ●, ✕, ▲, ●, ●, ✕, ■ at the options screen.

more Q&A next month

Most wanted

The hottest cheats & codes for the latest games official UK

Formula 1 '99

Secret Modes

You have to enter each of these codes as a high score name in Grand Prix mode. The quickest way to achieve this is to do a five-lap Single Race at Easy skill level and finish in the top six.

Collect the rings in a mini bonus game

Rings Race

Enter RINGS as a name at the Grand Prix mode high score screen. Start Grand Prix mode again and a new Rings option will appear at the bottom of the menu with Single Race, Championship and so on. In this mode you simply have to collect as many gold rings as you can in the time limit.

Safety Car Race

Enter SAFETY as a name at the Grand Prix mode high score screen. Start Grand Prix mode again and a new Safety Car option will appear on the menu with Single Race, Championship and so on.

Night Race

Enter NIGHTS as a name at the Grand Prix mode high score screen. Start a Quick Race to see the Monaco Nights track. Select it to race at night.

Ehrgeiz

Hidden Characters

To obtain all of these secret fighters, you have to beat the Arcade mode using certain characters:

Kouji Masuda – Complete the Arcade mode using any male character.

Clair Andrews – Complete the Arcade mode using any female character.

Yuffie Kisaragi – Complete the Arcade mode using Cloud Strife.

Vincent Valentine – Complete the Arcade mode using Tifa.

Django – Complete the Arcade mode using all eight non-*FFVII* characters.

Zack – Complete Arcade mode using all of the *FFVII* characters.

Find all the secret characters...

Hidden Third Costumes

You can play as any character in an alternative costume by holding ⇧ and pressing X. To get their hidden third costumes, you'll have to do a bit more. For the majority, you can select their third costume by holding ⇩ and pressing X, but only after you have performed the following tasks:

- *Defeat CPU in Battle Runner game.*
- *Get over 35,000 points in the Beach Battle game.*
- *Defeat Red Scorpion and retrieve Ehrgeiz.*
- *Perform 10-hit combo in practice.*

Action Replay latestcodes

Gran Turismo 2

The Following codes will work on both Action Replay and X-Plorer Cartridges.

Infinite Money
801D1598 E0FF
801D159A 05F5

Have Gold B Licence
801CCD30 0400
801CCDD4 0400
801CCE78 0400
801CCF1C 0400
801CCFC0 0400
801CD064 0400
801CD108 0400
801CD1AC 0400
801CD250 0400
801CD2F4 0400
or
50000AA4 0000
801CCD30 0400

Gold A Licence
801CC6C8 0400
801CC76C 0400
801CC810 0400
801CC8B4 0400
801CC958 0400
801CC9FC 0400
801CCAA0 0400
801CCB44 0400
801CCBE8 0400
801CCC8C 0400
or
50000AA4 0000
801CC6C8 0400

Gold International C Licence
801CC060 0400
801CC104 0400
801CC1A8 0400
801CC24C 0400
801CC2F0 0400
801CC394 0400
801CC438 0400
801CC4DC 0400
801CC580 0400
801CC624 0400
or
50000AA4 0000
801CC060 0400

Gold International B Licence
801CB9F8 0400
801CBA9C 0400
801CBB40 0400
801CBBE4 0400
801CBC88 0400
801CBD2C 0400
801CBDD0 0400
801CBE74 0400
801CBF18 0400
801CBFBC 0400
or
50000AA4 0000
801CB9F8 0400

Gold International A Licence
801CB390 0400
801CB434 0400
801CB4D8 0400
801CB57C 0400
801CB620 0400
801CB6C4 0400
801CB768 0400
801CB80C 0400
801CB8B0 0400
801CB954 0400
or
50000AA4 0000
801CB390 0400

Special Licence
801CAD28 0400
801CADCC 0400
801CAE70 0400
801CAF14 0400
801CAFB8 0400
801CB05C 0400
801CB100 0400
801CB1A4 0400
801CB248 0400
801CB2EC 0400
or
50000AA4 0000
801CAD28 0400

Unlock extra tracks and Cars in Arcade mode
50000A02 0000
801C99C8 0505
301C99DC 0005

Marvel Vs Capcom

The long delayed double-licence beat-'em-up gets busted official UK

EX Menu

Highlight the 'Options' menu and then press and hold Select and press Start. The Ex menu will now appear allowing the hyper combo gauge, vitality recovery speed and human/CPU controls to be set.

Take full advantage of the EX functions...

Fight as Roll

Successfully complete the game as Megaman under any difficulty setting, Then highlight Megaman on the character select screen and press ⇨. The unlocked character can be saved to memory card.

Fight as Gold War Machine

Successfully complete the game as War Machine under any difficulty setting, Then highlight Zangief on the character select screen and press ⇧. The unlocked character can be saved to memory card.

Fight as Red Venom

Successfully complete the game as Venom under any difficulty setting, Then highlight Chun-Li on the character select screen and press ⇧. The unlocked character can be saved to memory card.

Fight as Orange Hulk

Successfully complete the game as Hulk under any difficulty setting, Then highlight Ryu on the character select screen and press ⇧. The unlocked character can be saved to memory card.

Fight as Shadow Lady

Successfully complete the game as Chun-Li under any difficulty setting, Then highlight Gambit on the character select screen and press ⇩. The unlocked character can be saved to memory card.

Fight as Lilith

Successfully complete the game as Morrigan under any difficulty setting, then highlight War Machine on the character select screen and press ⇩. The unlocked character can be saved to memory card.

Fight as Onslught

Successfully complete the game as any character under any difficulty setting, then highlight Wolverine on the character select screen and press ⇩. The unlocked character can be saved to memory card.

Fight as Mech Zangief

Highlight Zangief on the character select screen, then press and hold Select and press any button.

Fight with Akuma's moves

Highlight Ryu on the character select screen, then press and hold Start and press any button. When the fights begin, Ryu will now be able to perform all of Akuma's moves.

Fight with Ken's moves

Highlight Ryu on the character select screen, then press and hold Select and press any button. When the fights begin, Ryu will now be able to perform all of Ken's moves.

Use Shadow as a tag-partner

Successfully complete the game as Chun-Li or Shadow Lady. Then highlight Iceman and press ⇩ at the special partner selection screen.

Use Sentinal as a tag-partner

Successfully complete the game as Onslaught. Then highlight Colossus and press ⇩ at the special partner selection screen.

Switch main character

When selecting your characters, hold L1 until the match begins to enable you to switch between main and tag-partners during the bouts.

Pick who you want to be in the bout itself!

Megaman's Shockwave

Complete the game as Megaman, then highlight Megaman at the character select screen, press and hold Select then press any button. Now during matches, Megaman will be able to perform his super Megnetic Shockwave move by pressing ⇩ ⇗ ⇦ + two punch buttons. You will need a full gauge to pull it off though.

Spyro 2

All Abilities
Pause the game, then press ●, ●, ●, ●, ■ to hear a chime. You will now have all the abilities (swim underwater, climb and headbash).

Super Flame
When the game is 100% complete (with 64 orbs and 10,000 treasure), you can go to the door in Dragon Shores and get the Super Flame constantly. Once this is done, save via the pause menu and then quit the game. Start a new game file on the same memory card and the Super Flame will be accessible from the start.

Use this secret menu to get all the extras.

Tarzan

Level Select
At the main menu (Start Game and so on) quickly press ⇦, ⇦, ⇨, ⇨, ⇧, ⇩, ⇦, ⇨, ⇧, ⇧, ⇩, ⇩ to hear a sound. Presse from 'Load Game' to make the 'Cheats' option appear. Select it for a Level Select menu. Press ⇨ to find more levels, including bonus ones.

Make this cartoon nonsense fun with cheats!

Cheat Menu
Enable the Level Select code. On the Level Select menu, quickly press L1, R1, L1, R1, L1, R1, L1, R1, L2, R2 to hear a sound. Start a level and pause the game to see a Cheat Menu option. Select it for a menu including infinite lives, all letters, infinite fruit, and freeze time – press ⇦ / ⇨ to toggle them on/off, but don't toggle the bottom 'Menu Active' one off or the Cheat Menu option will disappear.
Note: For the 'All Movies' cheat option, select it, then quit the game. Go to the Options and select Movies to see all of them, including all the game endings.

Tomorrow Never Dies

Pause Codes
To enter the following codes, pause the game during play. To confirm correct entry, the game will automatically resume.

Run Slightly Faster
Select, Select, ●, ●, ■, ■, ●, ●

Remove Burning Fires
Select, Select, ●, ●, Select, Select, R1, R1

Freeze All Objects
Select, Select, ●, ●, Select, Select, ▲, ▲
All objects and enemies in the game will freeze and move along with you! This enables you to simply run to the end of the level.

Ghost Mode
Select, Select, ●, ●, ▲, ▲, ▲, ▲
You can just walk straight through scenery and buildings. This is particularly useful for skiing and driving sections. Also, if you enable the code while standing on a tower, you'll be walking up in the air.

Vigilante 8: Second Offense

Cheats
Go to the Options screen and select 'Game Status'. Highlight a character and press L1 + R1 to bring up the password entry, to input these codes. You'll hear a girl shout out upon entering a correct code.

Fast Action
QUICK_PLAY
This enables a quick play feature (random vehicle and arena selection) in Arcade mode.

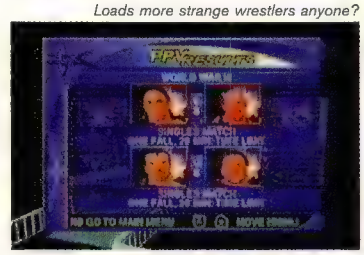
High Suspension
JACK_IT_UP

Identical Multiplayer Cars
MIXED_CARS

WCW Mayhem

World War III Pay-per-view
Enter yKh#J$=JQLmFs as a Pay-Per-View password.
Note: This code is longer than the top line. Press ⇨ after entering the 'Q' to advance to the next line. WWIII matches include Kidman vs Total Package, Scott Hall vs Chris Benoit, Buff Bagwell vs Curt Hennig, and Sting vs Bret Hart.

Loads more strange wrestlers anyone?



Starcade Pay-per-view
Enter @KcXKF=W?j^pF as a Pay-Per-View password.
Note: This code is longer than the top line. Press ⇨ after entering the '?' to advance to the next line. Starcade matches include Sting vs Total Package, Bam Bam Bigelow vs Norman Smiley, Scott Hall vs Chris Benoit, and Bret Hart vs Goldberg.

Cool Boarders 4

All Mountains and Pro Characters
Enter your name as **ICHEAT** on the name-input screen. If the cheat has worked, you will hear a voice say "Hey no cheating!" All characters and mountain resorts will now be unlocked.

Loads more strange wrestlers anyone?

All Special Events
Enter your name as **IMSPECIAL** on the name-input screen. If the cheat has worked, you will hear a voice say "Hey no cheating!" All the special invents including the novelty 'snowman tagging' stages will now be opened.

Trick 'n' Snowboarder

Play as RE Characters
At the main title screen, press: ▲, ▲, ✕, ✕, ■, ●, ■, ●. Now enter Free mode and press L2 or R2 at the character select screen to access Leon Kennedy, Claire Redfield or a decaying zombie cop.

Play with a whole load of new characters.

Bonus Track
Successfully complete the Story mode and then press L1 when selecting a track to unlock a new bonus track.

Jurassic Park: Warpath

Hidden dinosaurs
Successfully complete the Arcade mode using each in-game dinosaur. Every time you complete it you will unlock an extra one of a total six.

Single and Survival modes
Complete the Arcade mode under the 'Easy' difficulty with any character to unlock these two extra modes.

Bonus FMV
Successfully complete the Arcade mode using all 14 dinosaurs. When done, a new FMV sequence will play.

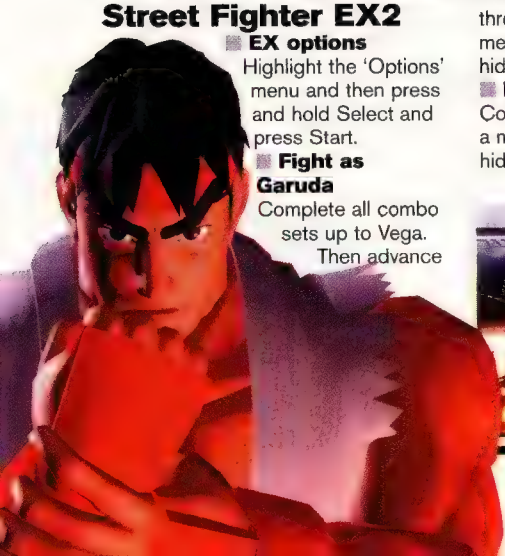
Alternative Appearances
Successfully complete the Survival mode to unlock an extra 'costume' for the character that you used. When you have done this, highlight that specific dinosaur on the character select screen and press ▲.

Invulnerability
Successfully complete the Survival mode without using any continues to unlock the 'Invulnerability' option.

Import corner

Foreign discs given a spin for cheats japanese NTSC

Street Fighter EX2

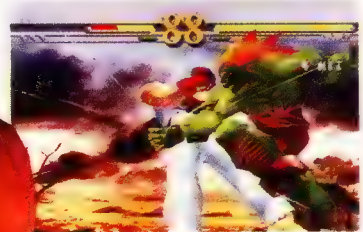


EX options
Highlight the 'Options' menu and then press and hold Select and press Start.

Fight as Garuda
Complete all combo sets up to Vega. Then advance through Vega's combo set until a message appears stating that a hidden character has been enabled.

Fight as Shadow Geist
Complete Garuda's combo set, then a message will appear stating that a hidden character has been enabled.

Grab all those hidden characters



Fight as Kairi
Complete Shadow Geist's combo set, then a message will appear stating that a hidden character has been enabled.

Fight as Hayate
Complete Kairi's combo set, then a message will appear stating that a hidden character has been enabled.

Maniac Mode
Complete Vega's combo set, then a new mode called 'Maniac' will appear in the practice menu.

Extra Bonus Games
Complete Hayate's combo set, then a new option called 'Extra Bonus Game Mode' will be unlocked with arcade mode, excel break and satellite fall.

Toy Story 2

The definitive guide to every level in this cute and tricky platform tie-in...

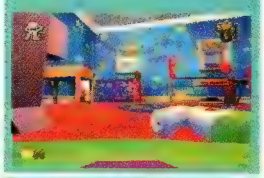
The film's brilliant and the game's not too bad, either. **Toy Story 2** boasts most of the characters and plenty of the scenes from the fab Pixar movie, and most importantly, you play Buzz Lightyear, not the daft Woody doll. This *PowerStation* scripted guide to the game means you'll soon have it beaten.

Written By PowerStation's Adam Boussada

special moves

LASER Buzz's laser is deadly to enemy toys. Larger objects can be destroyed by supercharging the laser. Hold down ■ to charge up the energy bar, then release it to fire the laser at your target.

LOCK ON For tricky targets, Buzz's Visor View comes in handy. Enter Visor View by pressing L1. Then hold R1 to lock onto your target. The Visor View can also be used to look around a room.



01 Andy's House

You're out of your tiny toy box!

Andy's Room

Buzz starts in the middle of Andy's room. From here leap onto the wooden block, then jump to the chair and onto the desk. Grab the Coins and jump to the shelf on the left. Run left again and push the book from the shelf. Leap across the gap and onto the bed. Glide over to the desk, then to the drawer. Climb to the desk above. Grab onto the pole and shimmy to the shelf above. Leap onto the zipline to get to the cot. Use Visor mode to lock on and destroy the catches on the cot. Jump out of it and leave the room by the now open door.

Robot Wars

Take the right turn. Shimmy up the plant stem. From there, jump to the wire and into the loft. Push the small box forward along the red line. Jump to the box and then to the centre platform to attack the robot. When it starts towards you, run away. After a while it will pause to recharge. You can then hit it with a single laser blast. To save time, charge up your laser while you are running. Then when the robot stops, you can hit him with a powerful blast.

Lost Her Sheep

Drop down to the box you pushed. Shove it over to the far wall. Climb up the shelf and jump on top of the boxes. Make your way to the joists overhead. Leap to the pipe then onto the main joist. From there, move to the window and collect the sheep. Drop down from the loft and head down the stairs. Go to the living room and jump onto the sofa. Use a power jump to bounce across the room. Cross over the shelves and grab the second sheep. Go down to the kitchen. Push the box to the high chair to reach the work surface. Dodge the flames from the cooker. Head for the top of fridge. Jump to the top of the cupboards. Push the scales off. Leap and glide across the gap. Grab the sheep from the far side.

This robot's pretty tricky for a first boss. Just keep your cool!

Eye Of The Potato

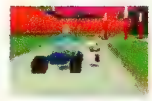
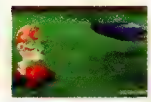
Go back to the stairs and take the steps to the cellar. Leap over the green gunge and talk to Mr Potatohead. Go back to the living room and power-jump onto the chair again. Note that Hamm is on the sofa. From the high ledge, drop onto the white railing and collect the Eye from under the high ledge. Give it to Mr Potatohead. You can now use the Energy Shield. Grab the Shield from the basement and cross the slime. Climb onto the plank with nails in it. Leap up to the boxes above and make your way over to the zipline. Slide down it to get another sheep. Return to the Energy Shield and get yourself tooled up with its protective power.

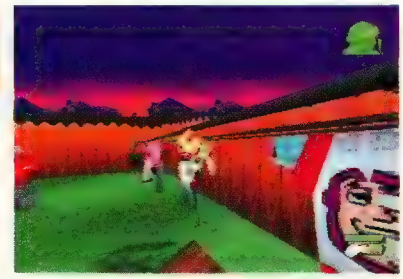
Going Higher

Collect the Shield and retrace your steps. Instead of grabbing the zipline, turn around and jump to the high ledge behind you. Push the box off the ledge. Arrange all three boxes so that you can reach the top shelf. Climb them to retrieve another Token. Exit the cellar and climb up the stairs. At the foot of the staircase leading to the loft is the catflap. Jump through it to enter the garage. Find the small car and race it round the garage. Keep ramming the car to slow it down. Once it's beaten, a Token will be awarded.

The fifth and final sheep is in the garage. Leap onto the exhaust pipes and climb to the top of the room. Dodge the saw blades. Continue across the swing bars and over the car. The sheep is in the far corner. Take all five sheep back to the lady on the kitchen table for a Token.

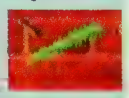
The first set of obstacles in Andy's room...



special items

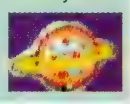
GREEN LASER The Green Laser supercharges Buzz's normal laser, allowing him to destroy enemies with a single blast. This weapon has a limited charge, so try not to go on the rampage with it.



COINS Hidden around the levels of the game are these golden wonders. You need to have 50 of them to get a Token. Coins can also be found on enemies.

BUZZ Find this green Token and you'll get an extra life. Once collected, these handy items reappear when you enter a level, so you have an infinite supply.

PIZZA PLANET TOKENS Your main objective in the game is to collect these Tokens. You can only proceed to the next level if you have at least one. To complete the game totally you need all 50 Tokens.



BATTERY After Buzz has taken a few hits he'll be a bit low on energy. Collect a Battery to partially refill his bar. These also regenerate when you leave a level.

secret hints

02 Andy's Neighbourhood

Out on the street, the future's looking bleak

M.I.A.

Talk to the Sergeant on the steps of the house. He'll ask you to find five of his team. Soldier One is in the garden. Search the six holes and wait for the flare to appear. Stamp on the soldier as he launches the flare, to destroy a hole. When all the holes are eventually destroyed, he'll give up.

Soldier Two is on the second swing, near Rex. Opposite the set of swings is a small gap in the fence. Walk through here to get to the swimming pool. Climb the chair on the left and leap across the plants and pots. Cross over to the plank of wood. Push the plank and climb the plant opposite. Head over the flagpoles to the plant at the end of the garden. Soldier Three is at the top of the final plant.

Soldier Four is near the red car, through the gap in the fence next to the buggy. Power-jump on both the red buttons next to the car. Climb on top of it and use the boot to reach the washing machine. Push the plank down and jump to the clothesline. Slide down the line, jumping between the lines to avoid the clothes. Make your way to the peg basket at the end, to find the soldier.

Soldier Five is on the main tree just above Hamm. Climb up to get him and return to the Sergeant for a Token.

Hamm On Five

Once you have 50 Coins, go to the race track and climb the blue swings. Scale the tree to find Hamm on a branch.

Use this pump to inflate the duck...

Beat The Buggy

The buggy is tough to beat on this level, but it can be done. Walk to the race track and challenge the buggy. Leap the obstacles and the muddy pools to avoid slowing down. Stay in front of the car and ram it so it stops. Do this for three laps to get a Token. An easier way of beating it is to get the Turbo Boots from Al's Toy Barn.

Looking through windows, Buzz?

Love A Duck

Go to the swimming pool. In the centre of the pool you'll be able to see a Token floating in the air. To get to it, walk over to the deflated duck. Jump on the foot pump rapidly until the duck is fully inflated. It will then drop into the pool. From the edge of the pool, jump onto the duck. Use a power jump to bounce high into the air and retrieve the Token.

03 Bombs Away

Reach for the skies and shoot what flies!

The first boss is a doddle. We don't know who's flying the plane, but they'd better get down to Specsavers and purchase some bifocals. Charge up the laser and use the L1 button to target the incoming plane. Hold R1 to lock onto it and unleash a blast. If you're hit, the plane will spin out of control and begin another attack run. If you miss, don't worry: the bombs will usually go wide of the mark. Keep targeting and shooting the plane until it burns.

Walk left and right to dodge the incoming bombs – they usually miss anyway. Lock up the plane using the L1 and R1 buttons, then go ahead and open fire on it. After a few supercharged laser shots, the plane will roll and burn.

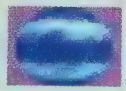
High As A Kite

Go back to the swings and climb the tree. Move past Hamm and up to the place where you found the soldier. Continue up the tree. Walk to the bottom of the plank of wood. Run up it and leap off the end. Ignore the rope and jump the gap next to the wooden pole. Scale the second plank and cross the gap. Climb up to the treehouse. Time to take down the Kite.

Stand in the centre of the treehouse platform. Use the L1 button to aim at the Zurg Kite. Fire a supercharged laser blast at it. The Kite is very difficult to hit – you will need to stay in the centre of the platform in order to avoid being knocked off. Once, a Token will be awarded. ▶

special items

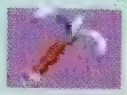
ENERGY SHIELD Get this useful item from Andy's House. The Energy Shield protects Buzz from all forms of injury, from slime to laser beams. It's normally used to cross impassable areas and is invaluable.



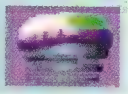
DISK LAUNCHER The Launcher is found on the Under Construction level. This weapon fires homing disks at enemy creatures. It is effective even against shielded creatures.

ROCKET BOOTS Found in Al's Toy Barn, the boots give Buzz a temporary burst of speed. This can be useful when negotiating obstacle courses or competing in time challenges.

GRAPPLING HOOK Search the Elevator Hop for this handy device. Once collected, use the lock-on button to target the red markers then launch a hook to hoist Buzz up any obstruction. Don't let go!



LEVITATION BOOTS Get the Levitation boots from the Airport Infiltration level. The boots give you limited hovering ability for 20 seconds. You can use them to reach high spots.



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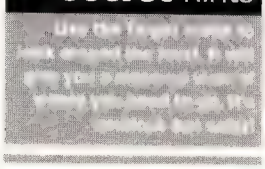
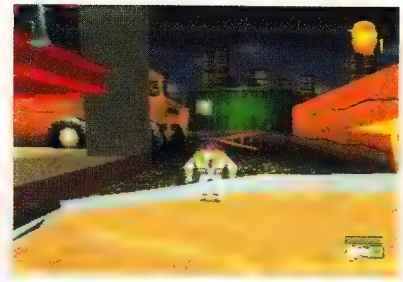
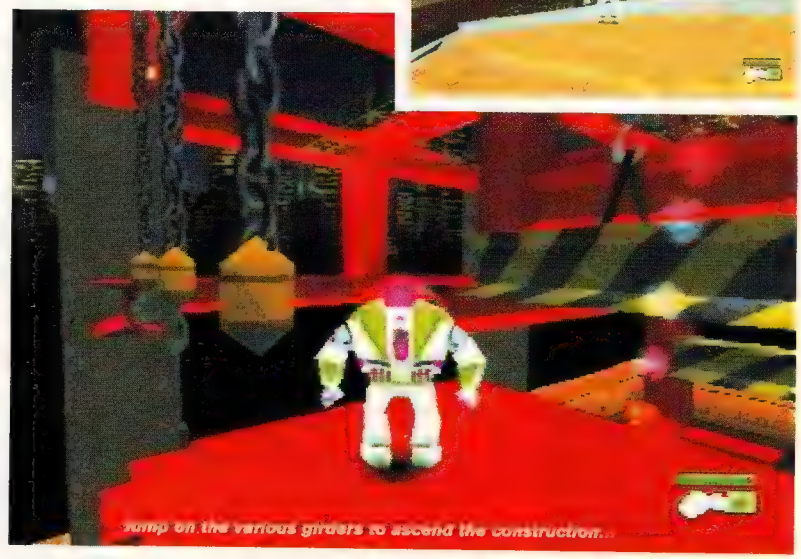


04 Construction Yard

Suddenly you feel even smaller than you are!





Tons Of Tikes

Walk left to the pallets in front of the workers' hut. Talk to the Foreman and he'll ask you to find his five missing Tikes. The first can be found in the wheelbarrow next to your starting point. Push the grey concrete block to the wheelbarrow and jump inside. Tike Two is hidden inside the workman's hut. Enter the hut through the green door at the top of the steps. Leap over the slime-ridden floor and make your way to the chair. From there jump to the desk. Climb the pole and leap over to the grey drawers: the Tike is on top of them.

Make your way to the bulldozer to find Tike Three. He's standing next to the seat. Activate the dozer scoop by power-jumping on the button inside the cabin. Jump into the scoop when it lowers, then leap over the girders. Make your way round the girders to find Tike Four. Continue to the top of the construction. Ignore the boss and walk along the top of the yellow crane to find the final Tike.

Potato Nose

Halfway up the central construction is Mr Potatohead's Nose. Return it to him and he'll give you access to the Disk Launcher. Mr Potatohead is to the left of the hut.

Paint Me A Picture

Enter the hut and go over to the chair, leaping the green stuff. Climb onto the cabinet and drop onto the first drawer when it opens. Leap up to the top of the cabinet, where the Tike was. Leap the gap and jump over to the cube: activate it to get information about paint. You have to mix three colours: purple, orange, and green. To mix purple, push the grey paint pot underneath the red nozzle and power-jump the button. Do the same with the blue nozzle. Push the pot back to its start point to activate the colour. To mix orange, activate the red and yellow nozzles. For green, add blue and yellow paint. Once all the colours are lit, a Token will be awarded.

Slinky's Challenge

Cross the wet cement at the base of the construction and talk to Slinky the dog. He'll ask you to find five Spanners in 60 seconds. The spanners are located above the wet cement. Use small jumps to cross the cement quickly and retrieve the Spanners. Return them to Slinky within the time limit to earn a Token.

Hunting For Hamm

With 50 Coins in your possession, start looking for Hamm. Check out the yellow generator next to the wheelbarrow.

boss Drilla Killa

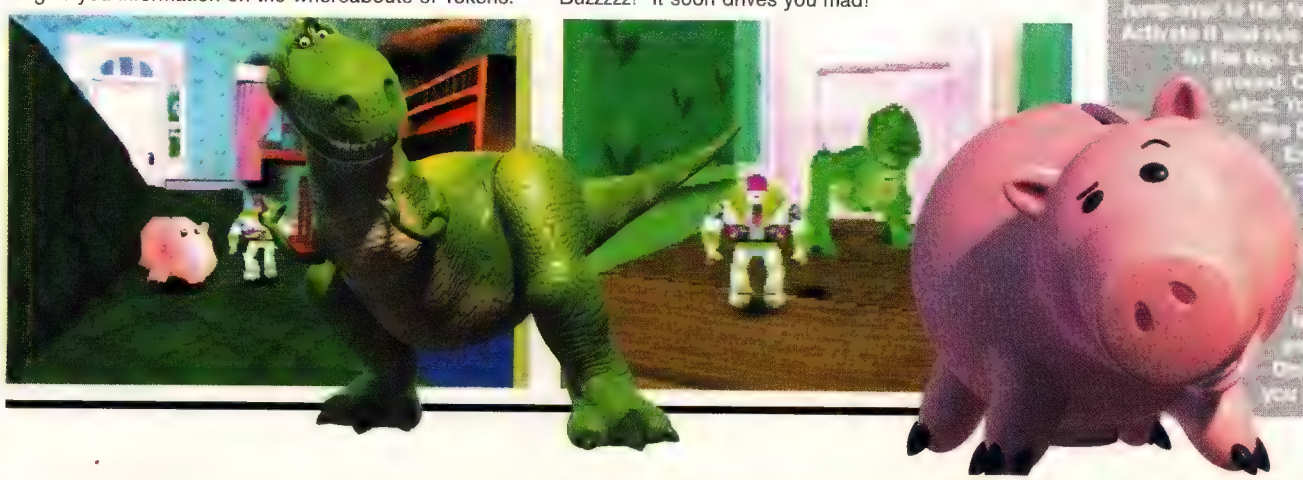
Drilla Killa is tough. Concentrate on watching his pattern of attack...

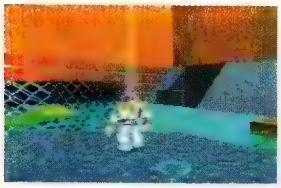
Look Familiar? They will...

Hamm and Rex are two friends who always want help

Hamm is present on every level of the game. See those Coins that are scattered about? Collect as many as you can, then go and find Hamm. Give him 50 Coins and he'll hand over a Token. **Rex** is on hand to give you information on the whereabouts of Tokens.

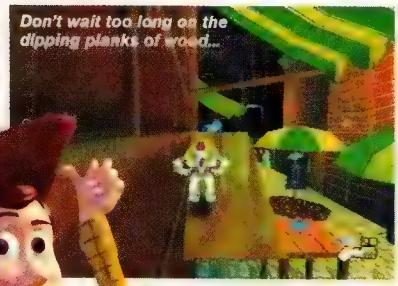
Talk to Rex and he'll tell you about sub-missions you can undertake. A Token will be awarded for each mission successfully completed in this fashion. If you can't find him, just listen out for the "Buzzzzz! Buzzzzz!" It soon drives you mad!





05 Alleys & Gullies

Down every dark street there lies danger...



secret hints

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secret hints

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Balloon Ride

Take the right turn and jump up onto the bin, using the boxes. Head down the wire but be wary of the electric charge travelling down it. Leap onto the skip and pass through the gap in the fence. Jump onto the melon stand opposite. Cross the sliding planks of wood. Leap onto the small wooden table. Grab the Disks for the Disk Launcher. Go back onto the melon stand. Use the Disk Launcher to ace the small robot. Jump to where it was standing. Cross over to the small red button. Power-jump the button to activate the fan. Drop onto the table below and to the right. Grab the balloon string as it floats up. Land on the bin and collect the first Token.

Slinky's Bones

Go back to your start point and walk in the opposite direction. Push the plank down and shove the box across the water and against the fence. Scale the box and jump through the gap in the fence. Cross over to Slinky, who's on the centre island, by using the floating debris. Talk to him and he'll ask you to recover five bones in 30 seconds. There's a catch though – each bone is above the water. One wrong move and you'll have to do the whole thing again. This task is easier than it looks. Use a single jump to reach each bone, then quickly tap X to get more air and return to the platform. If you miss a bone just press X to double-jump back to the platform and try again. Once all the bones have been handed over, Slinky will fork out a Token.

Duck Patrol

Near your start point is a small plastic duck swimming in the rain water. It will ask you to rescue five Ducklings from around the level. The first is on top of the canopy near the umbrella where Hamm is hiding. At the end of the street near the balloon is a watery hole. Duckling Two is down here along with an Extra Life. Duckling Three is over by Slinky The Dog. From his platform, look to the right, leap across the hole in the wall near the two Coins and drop down the gap to get the Duckling. Duckling Four is hidden in one of the windows just before you get to the Clown. The final Duckling is lying in the guttering, opposite the entrance to the Clown.

Clown

You can't reach the Clown until you get the Grappling Hook from Level 10 (Elevator Hop). Once you have it, head for the purple dumpster. Collect the Grapple and use it on the dumpster. Climb the ladder to reach the fire escape. Use the Grapple to get up the edge. Ride the zipline to the opposite building. Use the Grapple to reach the handrail. Walk along the rail and use it to cross to the next zipline, above the window. Ride the line and climb onto the next handrail. Grab the high ladder to get to the next level. Jump on the rail and ride the zipline. Continue working your way to the top until you reach a drainpipe. Scale the pipe. Grab the overhead wires and make your way to the far drainpipe. Shimmy up and jump into the guttering on the left-hand side. Enter the tunnel at the end to face the Clown.

Stay ahead of the Clown and use charged laser beams to destroy him. The Clown is faster than you, so change directions at random intervals so he doesn't catch up. Collect the Token from his red nose.

Hambrella

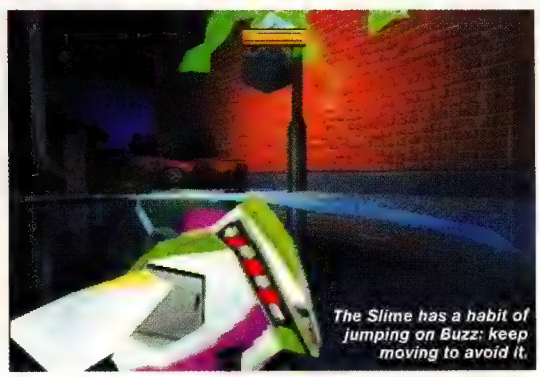
Underneath the umbrella, near where you recovered the first Token, is Hamm. When you have 50 Coins, go and talk to him to get another Token. ▶

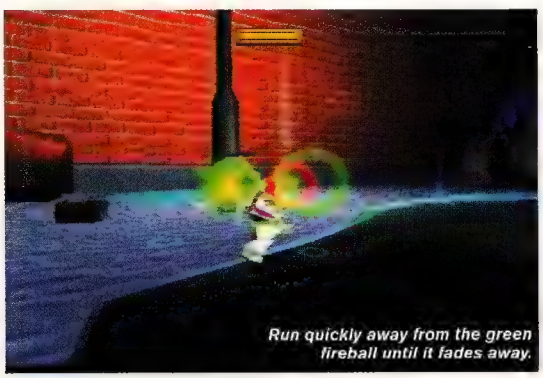
06 Slime Time

Wipe that ectoplasm off...

After the first two easy bosses, this guy ups the stakes. The Slime will bounce around the area trying to crush Buzz. Wait until he jumps and run in the opposite direction, to avoid him. Occasionally the Slime will stand still and launch a homing fireball at Buzz. It lasts for about four seconds – just stay ahead of it.

To defeat the Slime, use your laser on rapid fire. Each time you hit it, the Slime will shrink. You'll need to shrink it back into its can before damage is inflicted. The Slime grows back quite quickly, so you'll need to hit it repeatedly. The fourth time the Slime is canned, it will expire.


The Slime has a habit of jumping on Buzz: keep moving to avoid it.


Run quickly away from the green fireball until it fades away.

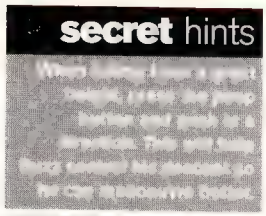
Shoot the Slime rapidly to shrink it back into the can.

07 Al's Toy Barn

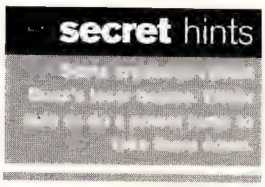
It's a finger lickin' challenge, so beak prepared!

Use the skateboard to reach high places.

secret hints



secret hints



Mr Potato Head's Arm

Make your way onto the first checkout counter. Talk to Mr Potatohead and he'll ask you to find his arm. Get on top of the cash register to the left. Double-jump across the gap to reach the counter opposite. From there go to the next till and leap onto the zipline. Quickly double-jump off the line and onto the third checkout. Grab the Arm and go back to the first checkout. The Potatohead dude will give you access to the Rocket Boots.

Chickin' Lickin'

Walk down the second aisle and talk to the Chicken. Jump onto the skateboard, then bounce on the trampoline. From there, leap left and grab the zipline. Slide down the line and grab the Chick. Return to the Chicken and he'll challenge you to do the course again: this time a Token will be awarded.

Chick Hunt

Walk down the first aisle towards the basketballs. Climb onto the counter. Jump through the bike. Scale the rope and leap through the bicycle wheels. Jump to the ledge with the skateboard. Get the second Chick. Ride the board through the slime. Push the box you come to and climb up to the hatch. Get Chick Three and drop down into the main store. Run over to the rodeo machine on the right. Power-jump on the lever to start it. Jump to Mr Potatohead's counter and collect the Rocket Boots. Use them to reach the Supermarket trolley on the other side of the slime. From there, make your way over to the rodeo machine and leap on it. This should propel you into Chick Four. The last Chick is hidden in the room with boxes, opposite the office. You need to access the Levitation Boots from Level 13 (Airport Infiltration) to get it. Use the Boots to hover over the pile of boxes and reach the Chick.

In A Hamm

When you have 50 Coins, enter the office and climb on the table. Hamm is sitting on top of it, waiting for your coinage.

Office Hours

From Hamm, leap onto the small desk. Collect the Disk for the Launcher and aim at the pad locks on the drawers. Shoot them off and the drawers will start opening and closing. Leap over to the drawers and use them to reach the ledge above. Collect the Token from here.

Walk The Dinosaur

Enter the box room opposite the office. Climb up to the ledge near Rex. Talk to Rex and he'll tell you about the monster. Make sure you have full ammo for the Disk Launcher. Hop into the ventilation shaft to the left of Rex. Drop down the rope. Lock onto the Dinosaur and unleash a Disk. He'll be invulnerable for a few seconds, so run off before he can hit you with a fireball. Repeat this method of attack until the beast is vanquished. Collect the Token that he leaves to complete it.

08 Al's Space land

Wipe that ectoplasm off...

Buzz Off

Grab the Green Laser power-up. Move towards the pushable box. Shove it against the other boxes. Climb to the mobiles and leap from wire to wire. Make your way to the Alien and collect him. Leap from the mobile to the two boxes. From there, enter the moonscape. The Buzzmobile will attack with homing missiles. Use the green laser to inflict damage then circle the buggy. Leap the missiles as they come at you and use Buzz's spin attack to shield him. Once the Buzzmobile is toast, you'll get a Token.

Grab Hold Of This

Return to your start point and enter the aisle marked 'Arcade'. Leap onto the cup to get up the nearest machine. From the top of the machine, cross to the end of the aisle. There should be a grabbing machine containing a Token at the end. Leap to this machine and power-jump onto the button. This will move the crane horizontally. Press the button again to move it vertically. Stand at an angle so you can see the shadow of the crane and line it up with the Token.

Speed Race

Go down the third aisle. Climb the boxes to reach the top shelf and have a few words with the UFO. He'll challenge you to a race. You basically have to slide along the ziplines and jump from line to line to outrun the UFO. If you fall off, it's back to the start for Buzz. Luckily the lines are marked. All you need to do is jump when you reach the red patch, in order to grab hold of the next zipline. Once at the end, you will be awarded a Token.

Alien

After getting the first Alien, go over to the arcade. Get on top of the blue machine, next to the grabber. From there, jump to the top of the ball machine. Drop down the hole in the top of it, to the balls below. Jump over to Alien Two and add him to your collection. Return to the start point and go down the first corridor. Leap on to the boxes. From there cross the swing poles and get to the top of the shelf. Start jumping from shelf to shelf and make your way to the Energy Shield. Collect it and jump down. Run along the aisle until you come to a set of stacked boxes. Scale these. Grab the overhead ropes. Slide along them, then drop onto the box containing Alien Three. From there continue along the tops of the boxes to reach Alien Four. The last Alien is at the end of the zipline race.

Climb the mobiles...

Pigs In Space

Just before you get to the fourth Alien, drop down the gap between the boxes. Hamm is down here and waiting for 50 Coins.

09 Toy Barn Encounter

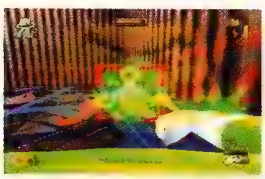
In space, no one can hear you get creamed

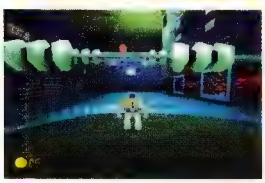
secret hints

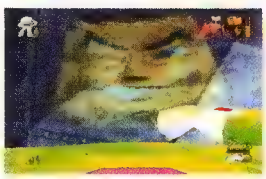
This boss is quite tough. Shoot his body repeatedly to cause one of the six capsules surrounding him to detach. Once detached, a capsule will spill enemies into the arena. Defeat these, then target the body of the Craft again. Keep doing this until all the capsules have been destroyed. Now the Craft will come after you using its homing laser. Lock onto it and fire a charged laser beam, then run away until it stops flashing. Keep doing this until the Craft is smoked. Now that wasn't very fair odds, was it now?

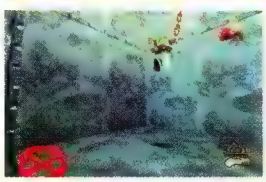
10 Elevator Hop

Do you feel like you need a lift?









secret hints

Ear Ear

About-face and enter the small alcove to talk to Mr Potatohead. He'll ask you to find his ear. Walk to the flooded electrical room. Move to the left of the first bar then jump and swing across the bars. Climb to the machines and make your way round the top of the room. Grab the red zipline. Cross to the other side of the room. Grab the Ear and the first Clockwork Mouse. Return to Mr Potatohead and collect the Grappling Hook.

Towering Inferno

Use the Grappling Hook to head up the ventilation shaft. Take care to avoid the deadly flames. Run through the shaft, killing all the enemies you find. Grab Mouse Two from next to Rex, on the left-hand side. Continue to the top of the shaft. Talk to Papa Mouse. Climb on the seat. Leap to the console. Power-jump on the buttons to line up the wire. The colour of the wires moved is indicated on each button. Once the wire is connected, the lift doors will open. Collect the Token from the doors. Power-jump on the switch to activate fan.

Mouse Hunt

Collect the third Mouse from the wall of the lift shaft. Make your way to the top of the shaft by riding the top of the lifts and jumping from platform to platform. Collect Mouse Four from here. Power-jump on the switch to activate the lower fan. Go back to Papa Mouse. Get on top of the console and grab the final Mouse from the ceiling. Give them to Papa Mouse for a Token.

Spider

Travel to the top of the lift shaft, using the tops of the elevators. Jump into the hole to the right of the shaft. Here you'll face the Spider Monster. This guy is very hard to beat. He fires web balls that stick to the floor and injure Buzz. He also has a flame-thrower that's quite lethal at close range. Taking care to avoid the gaping hole in the floor, circle the Spider and hit him with charged laser bursts. Periodically the fans at the base of the area will blow both of you into the air. When this happens, move Buzz towards the wall. Keep shooting the Spider until he drops, revealing a Token.

Shaft

At the top of the lift shaft there is a ventilation duct. Talk to the Mouse within. Drop down the shaft as quickly as you can. Use the jump button to avoid the gaps in the pipe. Beat the Token to the bottom and grab it when it comes down.

Fried Hamm

With 50 Coins in your possession, the hunt for Hamm begins. Think back to the start of the level. That's right, you passed him in the electrical room when you went looking for Mr Potatohead's Ear. Drop some Coins in his slot in order to get the final Token.

11 Penthouse

No need to dress up

Horse Course

Walk over to the Horse and have a few words. He'll ask you to collect five Horseshoes in 30 seconds. The first is in plain view, the next to the right. Follow the trail onto the sofa until you have five then go back to Horse and collect the Token.

Runaway Train

Turn left and walk to the pushable box. Shove it through the door on the right. Move it next to the train. Leap onto the train and use the Cube. Collect the Rabbit. Jump over to the train track. Move along the track to the first switch. Power-jump onto the box. Use the three track switches to move the train into the dead-end siding, then head to the end of the track and push the box there along to the rear of the large train. Get on the box and leap to the train roof. Power-jump onto the red button there to deactivate the cannon. Collect the Token.

Bandit Bailey

Go the lower box and push it back out. Shove it round the corridor into the next room along. Jump to the table above. Walk along and push the next box. Go over to the TV. Grab the Energy from on top. Jump back to the boot and get on top of it. Use it to jump to the cupboard above. Collect Rabbit Two from the top of the cupboard. Power-jump on the red button to deactivate the cannon. Continue along and drop into the sand box. Run to the red button at the end and then use it to deactivate the second cannon. The Bandit himself is easy to defeat. Stay at a distance and use your spin move to deflect the cannonballs he fires, then shoot him with the laser. Once he is destroyed, collect the next pizza Token.

Rabbit Rabbit

Go to the living room and get on the sofa. Leap to the table then on to the handrail. Cross the rail and jump onto the fireplace. Scale the lamp opposite. Climb to the high shelf. Use the lights to cross the gap. Power jump on the red button. Double jump over to Rabbit Three.

At the living room table, target the red lock to the right of the fireplace. Shoot it then go through the tunnel. Enter the bathroom. Jump onto the bath. Power-jump on the blue switch and jump onto a floating sponge. Cross to the sink and power-jump on the blue button. Use the sponges to reach the shower door. Double-jump to grab the door. Run along the top of the shower and press the final blue button. Go back across the sponges and cross the top of the cabinets to get the fourth Rabbit. Walk to Rex and enter the gap on his left. Shoot the lock off the fridge door and use the shelves to reach the kitchen table. Jump and run to the scales. Use the scales to reach the cupboard above. Run to the cannon, then to the lights. Cross the lights quickly. Step on the red button to knock out the cannon then get the final Rabbit. Jump onto the kitchen table and give the Rabbits to Jessie. ▶

secret hints

12 Emperor Zurg

This dude's got bad attitude...

Zurg is armed with a ball-firing gun. The yellow balls are unguided and can only hit Buzz if he is still for too long. The green balls are homing and will chase Buzz around the map, until they run out of power or are deflected by his wings. Zurg is immune to laser blasts. The only way to defeat him is with the spin attack. Wait for Zurg to hover near the ground, then use a supercharged spin move to knock him senseless. Zurg has to be hit about ten times before he succumbs.

His ball gun is only dangerous if you stay still, so keep running!

Run away until your spin attack is charged.

Use your wings to do Zurg damage, when he's close to the ground.

13 Airport Infiltration

Look out for bad baggage handling!

secret hints

Weight A Moment

Walk round the corridor and power-jump onto the blue cases, to reach the conveyer belt above. Jump on top of the brown case and use it to leap to the pole. Swing over the pole to get to the next belt. Do the same here and jump off the third belt when it takes you into a new area. You now have to find five Weights in 60 seconds. The first is to the left of the Weightlifter. The second is in the plane room next to it. Return to the room with the Weightlifter. Run to the conveyer belt and climb the box. Collect the third Weight. Drop down and walk under the conveyer. Collect the fourth Weight by the snake. Enter the next room to find the final Weight.

secret hints

secret hints

Full Of Mouth

Walk to the luggage room near the Weightlifter. Try to talk to Mr Potatohead and you'll realise he has no mouth. Walk to the plane room (the other room adjacent to the Weightlifter). Walk to the conveyer belt and push the wheel. Jump onto the wheel to reach the belt. Use the belt to get over to the wing. Walk to the end of the wing and jump onto the next wing. Leap over to the ledge. Collect the Mouth and return it to Potatohead to get the Levitation Boots.

Prospector

After finding Mr Potatohead's mouth, climb the stack of suitcases in the room. Collect the Levitation Boots and hold X to make Buzz rise. When he can go up no further, move to the left of the cases in order to continue upwards. When the Boots run out, jump over the conveyer belt.

This dude is immune to laser blasts, so use your spin attack to deal him damage. The Prospector strikes with a flaming brand; jump to avoid it. Once this bearded git has been toppled, collect the Token.

Plane Crazy

Return to the ledge where you found the Mouth. Jump to the platform above and swing across the pole. Climb up the next lot of ledges. Jump from pole to pole until you reach the Levitation Boots. Use them to glide to the top of the plane, but watch out for the blast from the engine. Collect a Token from the end of the nose.

Tike Airways

In the plane room is a small plane with a Tike pilot. He asks you to find his five Passengers. The first is near the start of the level. On reaching the conveyer belt with the blue suitcase, power jump onto it to get onto the high ledge. Make your way across the tops of the machines, using the light fittings to get the Tike. Tike Two is hidden above the Prospector boss. Jump onto the blue case at the end of the belt. Bounce to the ledge above. Scale the pole and leap to the wire. The Tike is standing on the ledge. Tike Three is in the plane room. Climb to the ledge where you found Mr Potatohead's Mouth, then go on up to the level above. Continue upwards until you reach the vertical stripy poles. See those jet engines on the wall? Well, the Tike is on the top one of those. Leap to the poles next to the engines and climb up to reach the Tike.

The fourth Tike is hidden on the ledge beneath the Levitation Boots, on the dismantled plane. Look down from the ledge, then jump carefully onto him.

The final Tike is the killer. In the Weightlifter room, get back on the conveyer belt. Power-jump onto a blue case. Use it to reach the belt above. Do the same on the next two belts. Leap the gap in the next belt and keep going up. When you reach the top, jump and grab onto the horizontal bar. From there, get to the platform next to the wire. Slide down the wire to the Tike. This is easier on paper than it is in practice.

Pigs Can Fly

When you leap on the X-ray machines to get the first Tike, turn left. Hamm is on top of the office. Give him 50!

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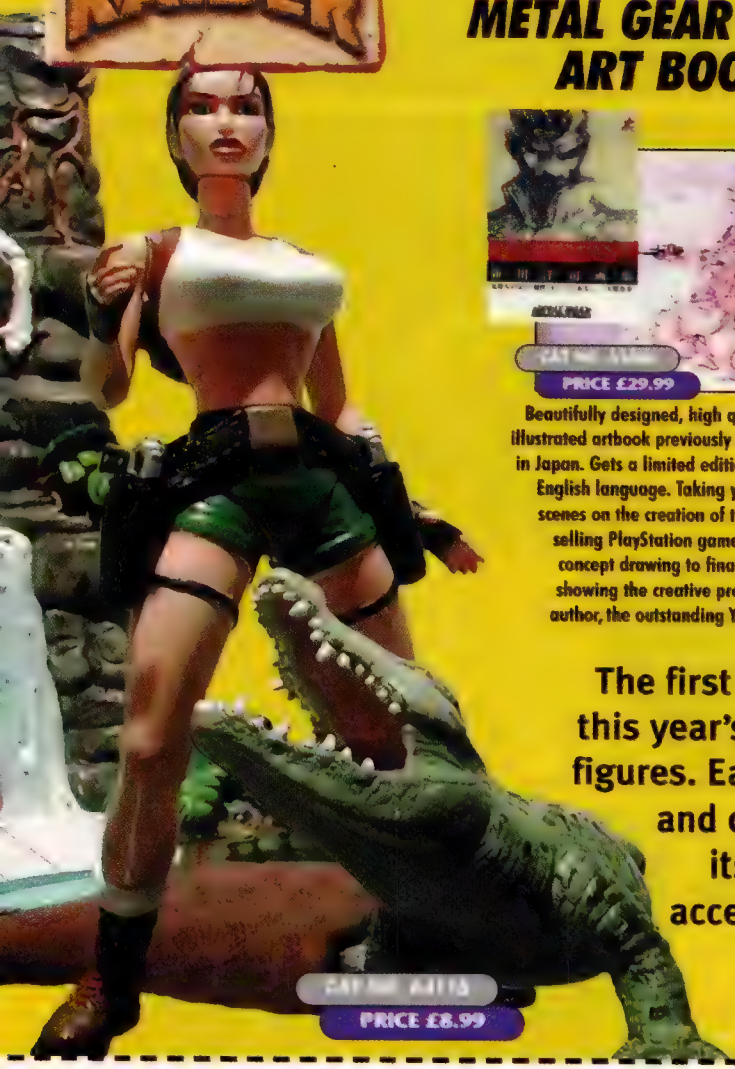

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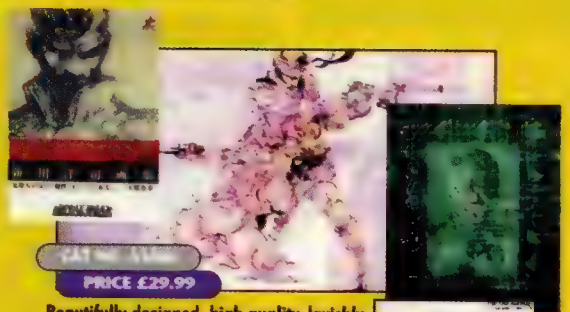

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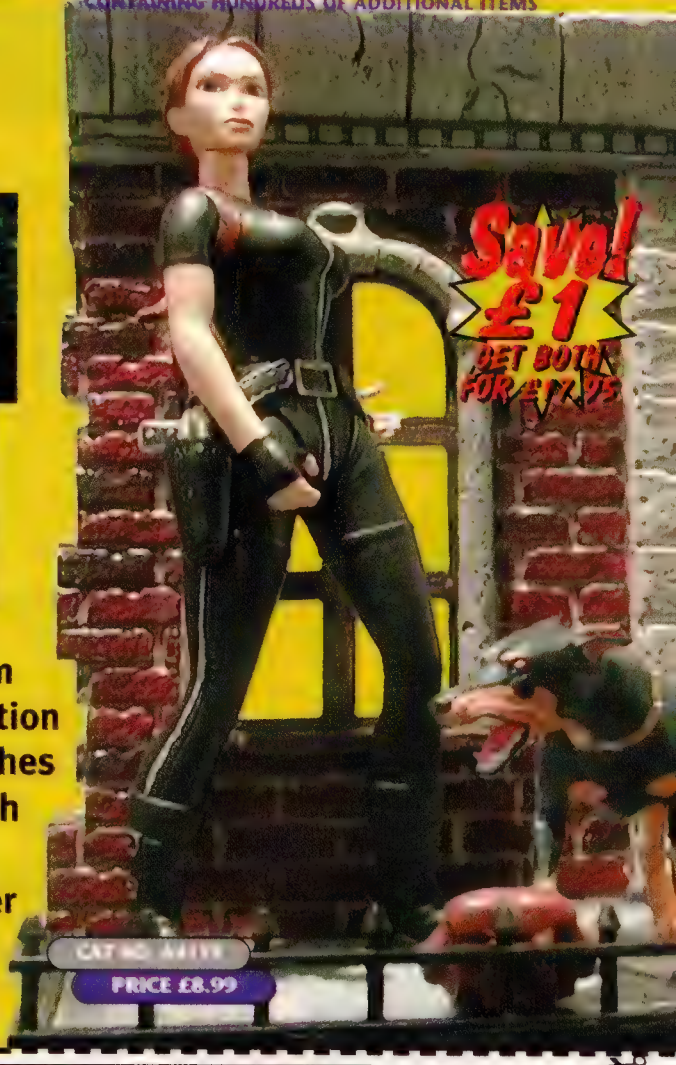

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14 Tarmac Trouble

We're on a road to nowhere... come on inside

This looks more like a terribly hard party game than a videogame but it's easy enough...

Blacksmith

On the roof of the building in zone seven is the Blacksmith. Get over to him by sliding on the wings of the plane. Jump towards the aerial and prepare to do battle. The Blacksmith attacks with his hammer, much the same way as the previous Prospector boss. The blue shockwave he creates will home in on Buzz, so use your double-jump button to stay clear. Buzz's spin attack is the only way to deal with this moustached freak.

He's the muscle...

Hamm

Hamm is in zone five, next to the slime pool. Deliver him 50 Coins for a Token.

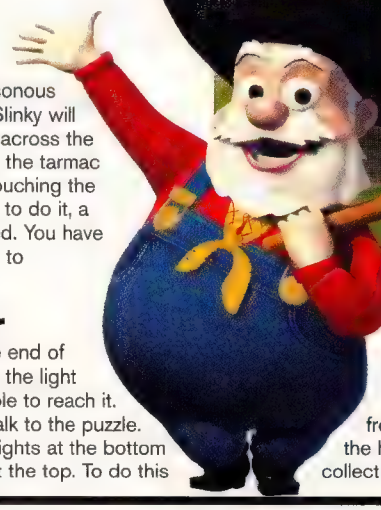
Missing

In zone three is a Tike trolley missing five sets of luggage. The first Case is hidden in Rex's trolley between zones one and two. Climb into the driver's cab to find it on the seat. The second Case is on top of the plane. Use the windsock to reach it. Walk to the end of the plane wing. Leap over to the conveyer belt near zone six. Collect Case three from here. Case four is bouncing around zone four. Get back on the plane's wing. Look for the zone eight marking. Leap from the plane onto the block with an '8'. The final Case is here.

All suited and booted, but where next on this wacky level?

Slinky

In the middle of the airport, next to the windsock is Slinky. Leap across the poisonous grass to reach him. Slinky will challenge you to run across the path and get back to the tarmac without jumping or touching the grass. If you manage to do it, a Token will be awarded. You have 65 seconds in which to complete this task.



Helicoptor

Use the zipline at the end of Rex's trolley to reach the light area. Jump on the pole to reach it. Once on the roof, walk to the puzzle. You have to get the lights at the bottom to match the lights at the top. To do this you must turn off the green bulb and light the yellow one. Step on the far right button and the second button from the left. Ciimb up to the helipad above and collect the Token.

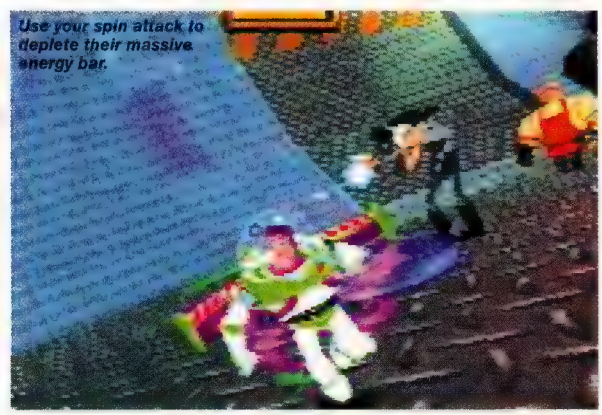
secret hints

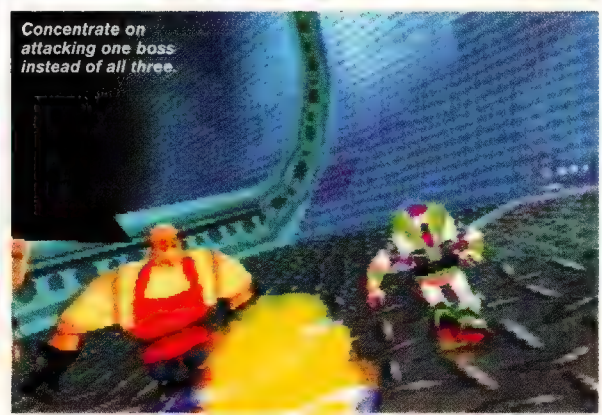
15 Final Showdown

It's time for the toy store to close!

In this final boss battle, Buzz faces three enemies: the Prospector, the Bandit, and the Blacksmith. They all share the same energy bar and attack simultaneously. As before, staying on the move is essential. Attack the Blacksmith first, as he is the most dangerous. Spin into him about seven times and he'll drop. Next, go after the Prospector using the spin attack. The Bandit is the easiest of the three to defeat: Deflect his shots with your wings, then counterattack with a spin or two.

Stay on the run until you manage to split up the three bosses.


Use your spin attack to deplete their massive energy bar.


Concentrate on attacking one boss instead of all three.

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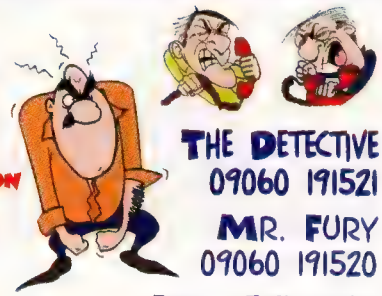

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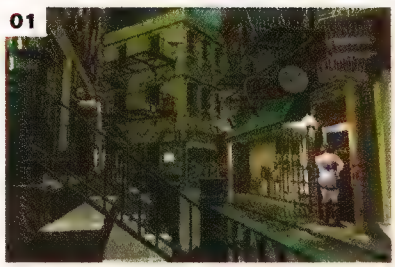
Resident Evil 3 Nemesis

The complete selection of secrets, but are you skilled enough to find them all?

We reviewed **Resident Evil 3 Nemesis** several months ago now, and since then we have been playing the game endlessly to unlock every single secret. Here is the complete selection, but some are much harder to obtain than others – like the extra-special 'S' grade!

The Boutique Key

How to use it and get snazzy new clothes!



When you complete *Resident Evil 3 Nemesis* on the 'Heavy' level, you will be awarded the special Boutique Key when you next play. Simply use your completed game save data to start a new game and then the key will automatically be placed in the save room chest. Take this key to the boutique near the starting position of the game and you will be able to go inside and choose one of five new costumes for Jill to wear throughout the game.

Depending on the grade you were given after completing the game, you will open up the five special changing room areas at the back of the boutique, each will contain a different costume. Here's what they are:

1. Jill's original STARS uniform from the first *Resident Evil* game.
2. A Police uniform.
3. A flared white catsuit.
4. A biker-chick's leather gear.
5. A costume like Regina's from *Dino Crisis*.

Jill's Diary

Read about her exploits!

If you collect all 30 of the various files scattered throughout the game in order, the first file will turn into Jill's personal diary. Not a lot of people know that!

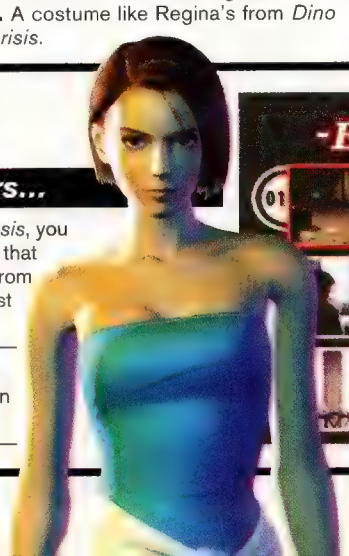
When you complete the game and try to load up a new one from your saved game data, you will be presented with a list of new modes. These include the option to view the epilogues or play the sub-game.

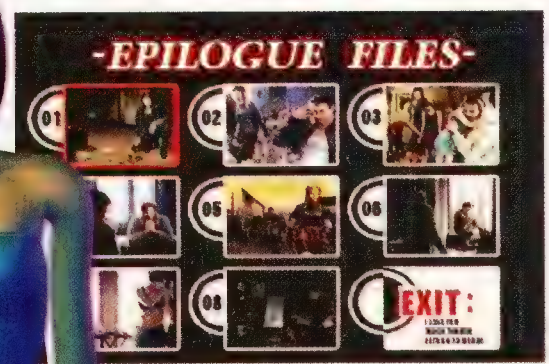
Epilogues

Discover the fate of the others...

Each time you complete *Resident Evil 3 Nemesis*, you will be awarded a special picture and epilogue that informs you of the fate of the main characters from the first two *Resident Evil* games. Here's the list in full...

Jill Valentine Chris Redfield **Barry Burton** Leon Kennedy **Claire Redfield** Sherry Birkin **Ada Wong** Hunk **(the 4th survivor).**





Written By **Ryan Butt**

Mercenaries Sub-Game

You will unlock 'Operation Mad-Jackal' when you complete the game!

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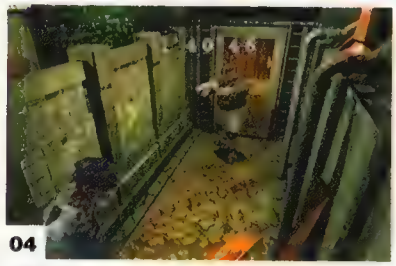
02

03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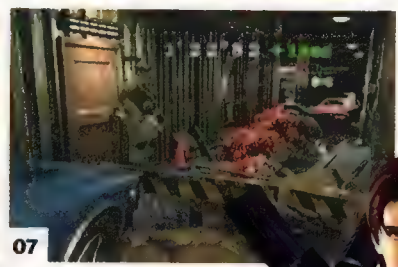

07

1 Marvel at the new title screen! 2 Choose your mercenary. 3 Get killing. Bonus points are awarded for combo deaths! 4 Work your way back through town to the warehouse. 5 Save as many civilians as possible. 6 Explore all areas for civilians. 7 Always be alert for dangerous enemies.

Choosing any of the three mercenaries from the game (Carlos, Mikhail and Nikolai), you must fulfil a mission of getting out of the city alive and within the time limit, and rescuing as many civilians as possible. Each mercenary represents a different difficulty level, and the weapons and healing aids they are carrying reflect this.

You must get from the train to the warehouse save room, and your path will be littered with monsters. By killing these, and indeed using the dodge move to evade them, you will earn valuable extra seconds with which to complete the mission. At the end, you will be given a grade depending on how well you did, and this will reflect how many civilians you managed to save. These are often out of the way and require extra skill to find and rescue, although you will be awarded a significant chunk of time if you get to them. The only downside is that you only have a certain amount of time to get to each civilian, failure to do so will result in them getting killed by zombies. Here are the locations of each civilian:

Fat Man The gas station.
Little girl The press office (second floor).
Brad Vicars The restaurant basement.
Marvin the cop The power station.
Random character 1 The sales office.
Random character 2 The bar.

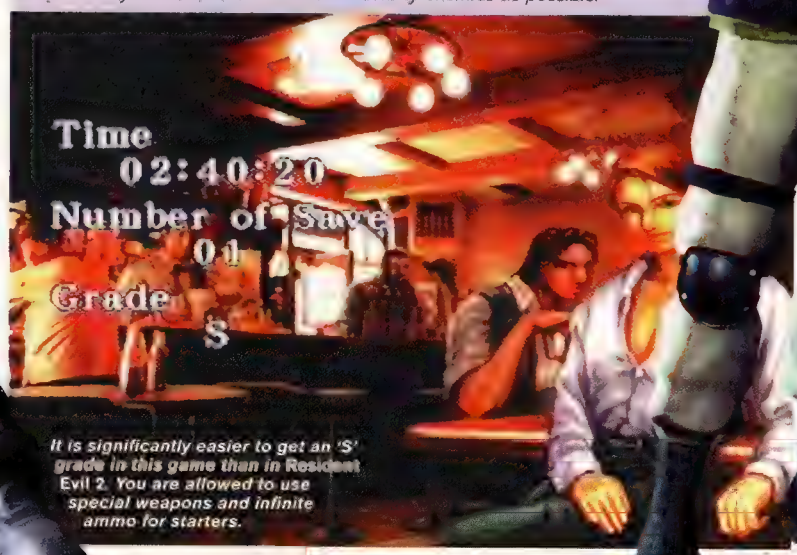
When you complete this sub-game, or die trying, you will be given a grade and a certain amount of money. By continually playing and saving your money, you will be able to buy certain items which can then be used by Jill in the main game. Here's what you could gain...

Machine-gun	$2000
Gatling gun	$3000
Rocket launcher	$4000
Infinite ammo	$9999

The Ranking System

There are several grades you can be awarded when finishing *Resident Evil 3 Nemesis* ('A' through to 'F'), but the best grade you can possibly be awarded is the elusive 'S' grade. Several factors decide which grade you get, but here are some guidelines to follow to get a good one:

1 *Never use First -Aid Sprays, only herbs.* **2** *Finish game in under three hours.* **3** *Save only three times or less.* **4** *Kill as many enemies as possible.*

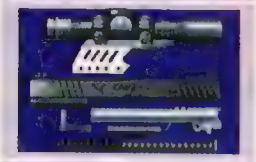


It is significantly easier to get an 'S' grade in this game than in Resident Evil 2. You are allowed to use special weapons and infinite ammo for starters.

Nemesis boxes

Each time you defeat the Nemesis in the 'Heavy' mode (that means completely knocking it down every time you confront it) it will drop a special box. There are many of these to obtain, each contains a special item. Here's what we found, and the order:

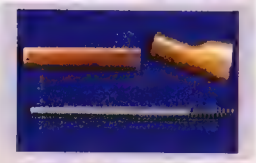
Box 1: Eagle 6.0 handgun parts 'A'.



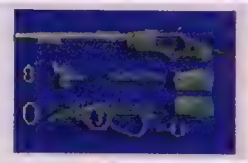
Box 2: Eagle 6.0 handgun parts 'B'.

Box 3: A pack containing three First-Aid Sprays.

Box 4: M37 shotgun parts 'A'.



Box 5: M37 shotgun parts 'B'.



Box 6: A pack containing three First-Aid Sprays.

Box 7: Infinite ammo for any weapons you are carrying.

Box 8: M4A1 automatic machine-gun with infinite ammo.

International Track & Field 2

Get in training with the athletic (ahem!) PLAY boys to achieve the best results!

It's the most gruelling PlayStation sports game ever made, which is why we feel that you could benefit from some serious training before racking up those gold medals. Here we present the definitive, compacted guide to Konami's brilliant **International Track & Field 2**!

finger fitness

100M

Be careful not to false-start (two equals disqualification) – wait for the 'Go!' before touching the buttons. Then the only strategy is to bash those ■ and ● buttons as fast as you can to streak ahead. Remember to hold ✕ near the finish to dip for the line.

LONG JUMP

Bash the ■ and ● buttons as fast as you can to build up speed down the runway. As soon as the line appears on screen, hold ✕ for a split second to stop it as near to 45° as possible. As the jumper descends towards the sand, hold ✕ to extend his legs for a better landing and extra distance.

WEIGHTLIFTING

Choose a weight you know you can handle for the first attempt, as if you try for a really big weight, you won't be able to go back to a smaller one if you fail. Then hammer the ■ and ● buttons to build up the power bar into the 'OK' zone. As soon as the 'OK' lights up, IMMEDIATELY hit the ✕ button before the power bar hits zero again or you'll drop it. A timing bar will then appear: you don't have to stop it first time, so wait until it goes up again to stop it in the 'OK' zone. Now get ready to hammer those ■ and ● buttons to raise the power bar into the 'Keep' zone and continue hammering to keep it there until all three red lights come on. On higher weights, time is of the essence as your Vitality bar quickly diminishes – if it runs out, you'll drop the weight.

POLEVAULT

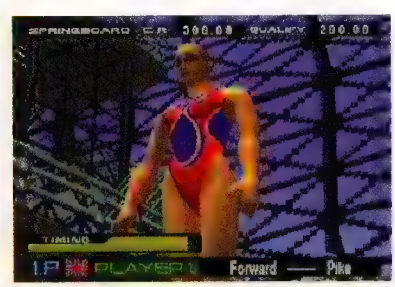
This requires a combination of speed and timing. Hammer the ■ and ● buttons to build up speed on the runway. The pole is planted automatically; press ✕ almost as soon as the Timing bar appears to stop it at the end, as the bar moves very fast. As soon as your vaulter reaches the top, hammer ■ and ● again to clear the bar.

JAVELIN THROW

A pretty simple event. As usual, hammer the ■ and ● buttons to build up speed quickly. Shortly after the angle gauge appears, hold the ✕ button for a split second to stop it as near to 45° as possible. Waiting slightly longer after the angle gauge appears to press the button will get you a bit of extra distance, but you risk stepping over the line if too late.

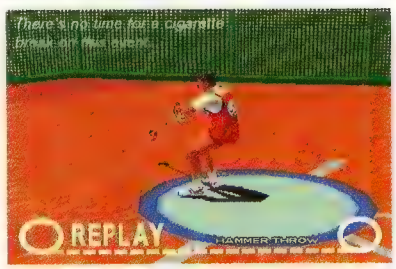
SPRINGBOARD

Choose your dive – obviously, the higher the difficulty (D is top), the more points you can earn. However, with a harder dive you've more chance of mucking up the timing, resulting in fewer rotations and therefore a lower scoring tariff. A good easier dive often scores more than a mediocre harder one. When the timing bar appears, you don't have to hit it first time. As it moves so quickly, it's a good idea to press ✕ when it's about three quarters of the way across and it should



Big Event The Hammer

Only the true joypad jockeys will master the hammer



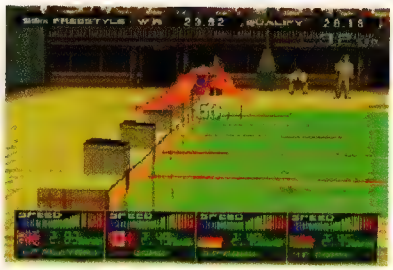
A tricky event that requires precise timing – it's all too easy to slam the hammer straight into the side of the cage. Hammer ■ and ● to build up speed – it takes a while, so save some energy for a final spurt. During the third (or preferably the fourth) rotation of your athlete, hold ✕ for a split second as the glowing triangles appear at the bottom of the screen to stop the gauge as near 45° as possible. A fourth rotation produces extra power, but if you wait too long your guy will over-rotate and step out of the circle.

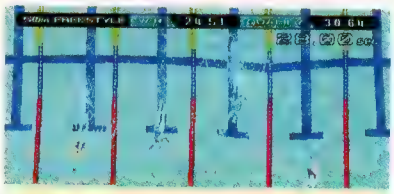
Tickling your opponent mid-throw is also an effective tactic. You might get thumped though.

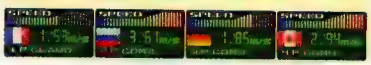
Written By PowerStation's Phil King

Big Event 50M Freestyle

Cut-through that water like a dolphin to snatch gold!







Remember, it's only one length of the pool, so hammer those ■ and ● buttons from the starter's 'Go!' – unlike the 100m running, there's no 'Set' position before this happens. When you're thrusting through the water towards the finish and the view changes to overhead, get ready to press ✕ to give you a finishing speed boost when your swimmer enters the red zone. A gold medal surely!

stop at the end. When your diver raises her arms, be ready to hammer the ■ and ● buttons to rotate the pointer as many times as possible. Don't panic in the next phase when the pointer rotates on its own – it'll slow down as it nears the bottom. Press ✕ when it's right at the bottom for a perfect entry.

HORSEVAULT

No standard button bashing is required for this gymnastic event. Choose your trick – remember, your score will be the average of two vaults, so it's often best to get an easy safe one in first. As the red marker nears the first Jump mark, press any button to stop it there, then quickly press it again to try and hit the second Jump mark. Completely missing either of these marks will knock a chunk off your score. You then have to get the Command section right, by quickly pressing the sequence of buttons before the finish. This usually includes a rotation of the buttons (for example, ▲, ■, ✕, ●), so move your finger in a circle around the control pad for speed.

One of the more demanding events with timing.

1KM TIME TRIAL

This requires both speed and endurance. Be prepared for an aching arm as you have to bash the ■ and ● buttons around four laps of the cycle track! The key is to pace yourself – don't overdo it at the start or you'll have nothing left at the end. Obviously, a turbo-fire joypad will save you a lot of wrist-ache on this event. On the last lap give it your all, and hit the ✕ button just before the line.

SPRINT

This is a head-to-head event where the time doesn't matter. You simply have to beat your opponent to the finish line. Whatever you do, don't go for it straight from the start! Ideally, you want to be second going into the final lap. The key to this event is to boost your speed by slip-streaming your opponent. Play it cagey by going at a snail's pace, trying to keep just behind your rival – to slow down further, press ▲ to go further up the bank. If in front, try little bursts of speed to try to get your opponent to respond and go past you. As you round the last bend in the penultimate lap, hold ✕ to come down the slope and hammer ■ and ● all the way to the finish – if you can get daylight between you and the opponent at the start of the lap, you should be in for a win.

This is a real battle of wits with your opponent.

CANOEING

Don't bash those buttons – this event is all about timing (so turn off your turbo-fire if you're using it). When the starter gun fires, press ●, then be ready to press ■ to stop the yellow rising meter in the blue zone. Press ● to stop the next rising meter in the blue, and so on. The more successful you are, the smaller the blue zone will get – precise timing is needed when it's reduced to a tiny pip. Miss a stroke and the blue zone will get bigger again, but your speed will decrease. The key to this event is consistency – never allow your momentum to drop. Even with a big lead, you can still get caught if you miss two or three strokes in a row.

event effort

Speed ★★★★ Stamina ★★ Accuracy ★★★★	Speed ★★★★★ Stamina ★★★★ Accuracy ★
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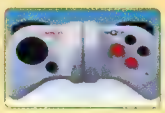

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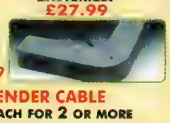

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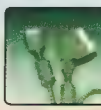

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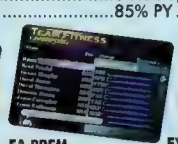
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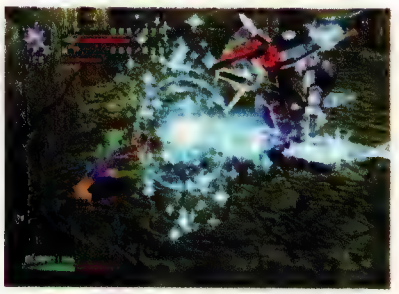
DRAGON VALOR

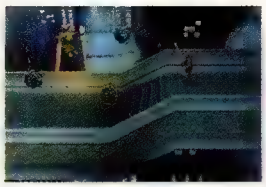
Kill dragons, marry, reproduce...



Perhaps more famous for its racing and fighting games nowadays, Namco is still a dab hand at making lavishly engrossing RPGs, and if you need further convincing then take a look at its new dragon-slaying epic – *Dragon Valor*. Talk about grabbing the genre by the horns!

Based upon the old 8-bit game *Dragonbuster*, players travel through myriad realms in a fantasy world, battling with the numerous towering dragons that rule the lands. The game will combine real-time combat with plenty of exploration and puzzle-solving as the game itself crosses several generations of warriors. Whichever character you choose at the beginning, coupled with whomever you decide to marry, with ultimately decide how the story unfolds and who the next generation characters will be. The game is out now on Jap import, but the weighty conversion process is nearing completion now. We can't wait.

expected release date
SEPT 2000
PUBLISHER SCEE
GENRE RPG
1 **Player**
65% **Complete**
Anticipation ★★★★★



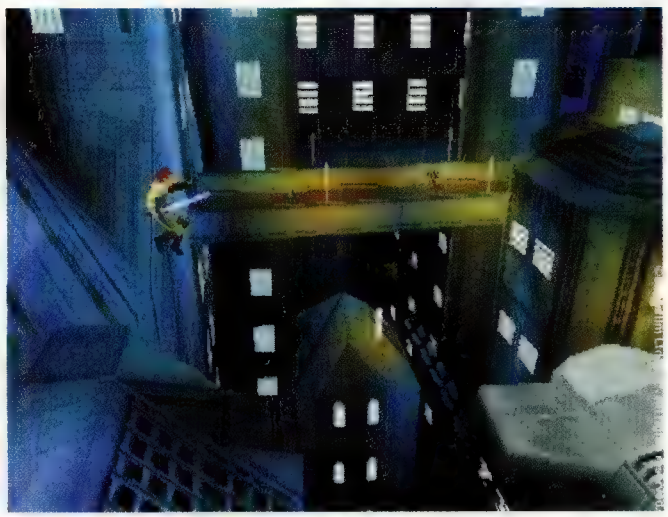
JEDI POWER BATTLES

It's back to the future for the Jedi masters

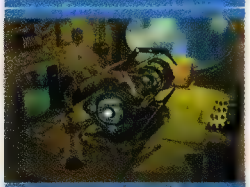
For those die-hard *Star Wars* fans left twiddling with their lightsabers after the slightly disappointing *Episode One* game, LucasArts is going back to basics for its new venture, drawing inspiration from *Star Wars* games of old. Will the force be strong in this one, or weaker than Ben Kenobi's accent? Let's see...

expected release date: MAY 2000
PUBLISHER: Activision
GENRE: Action
1-2 Player
85% Complete
Anticipation: ★★★★★

Like we mentioned last month, the gameplay is based more along the lines of the old SNES *Star Wars* games – meaning that gamers can feel part of the Jedi sect within minutes of picking up a control thanks to the simple, yet effective control system. There are five main characters to choose from (Obi-Wan, Qui Gon Jinn, Mace Windu, Plo Koon and Adi Gallia) and the lay-out of the game is a fairly standard fight through the familiar locations from the films and then confront big boss characters affair, but LucasArts is certain to include a few new surprises to keep the fans guessing. Artistic license has been used to beef-up the enemies, not least the battle droids which now brandish flame throwers. But like the latest film, the game is likely to conclude with a grand face-off against Darth Maul. Will the Jedi win the day once more and cleave him in twain? Find out soon.



mini view
In Cold Blood



The expectations for this game are good. For starters it is coming to us from the same developer that brought us the *Broken Sword* games, but even better news is the fact that the point-and-click engine employed by those games has now been ditched in favour of a tradition, MGS style platform. Published by SCEE, *In Cold Blood* should be awesome, we'll have a huge report soon.

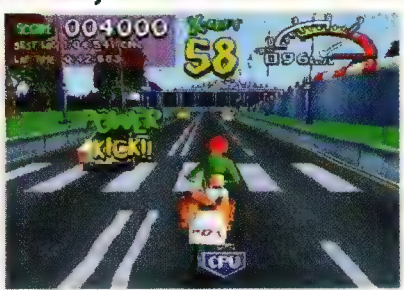
mini view
WWF Smackdown

Now we're not huge wrestling fans here on PLAY, but if a game is done well enough and a genre pushed suitably towards breaking point, then even we have to sit up and take notice. The murmerings from the US are hinting that this is the greatest wrestling game of all time, and looking at it, we're not going to argue. Developed by Yukes of Japan, a developer well respected in the wrestling game field, this game promises to impress all. Even us.

RADIKAL BIKERS

Meat supreme, and make it snappy!

expected release date: MAY 2000
PUBLISHER: Infogrames
GENRE: Racing
1 Player
70% Complete
Anticipation: ★★★★★

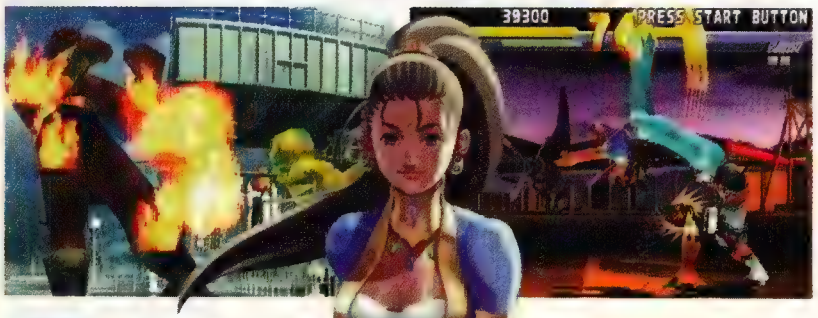


The occupation of pizza delivery person is rated just below librarian in the 'miserable way to earn a living' stakes... but at least you get to ride a funky moped! Add to this equation a time limit and a deadly rival biker and things start to pick up... a bit.

Based on the arcade machine of the same name, *Radikal Bikers* is a charming enough racing game in which you have to pip your opposing rider to the delivery destination. It isn't easy though and things aren't helped by a never-ending flow of traffic and, ahem, zombies. The race to the finish is made more exciting with the inclusion of opposition-knobbling power-ups and short-cuts. If you have sampled the coin-op version before then rest assured that more tracks and modes have been added to pad it out, and the motorised hairdryers handle well, as long as you don't plough into a lorry.

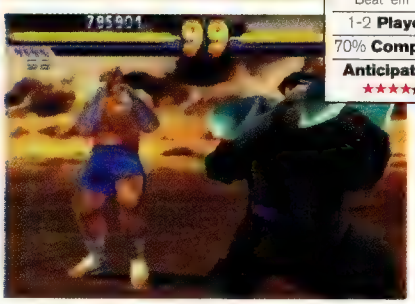
STREET FIGHTER EX2

The Godfather of fighting returns!



With the exception of perhaps *Bloody Roar 2*, decent beat-'em-ups were non-existent last year. Thankfully though, we have another gem in the pipeline from Capcom which should appease the baying hordes this May – *Street Fighter EX2* is the game, and it's sure gonna kick some serious ass.

Developed by Capcom's Arika division, the game will feature a roster of over 20 characters, both old and new, and a whole string of new features. For example, the new Excel Move allows players to create their own custom combo moves, Meteor Combo Super Attacks are here to ensure that opponents can be demolished with astrological might with a full combo gauge, and back by popular demand are the Guard Break moves that'll split through even the tightest of defences. The game also boasts all-new training modes to help apply sheen to those fluid attacks and a special Director mode in which all the best replays can be edited together to form one big hard-hitting movie. Fans of the older *Street Fighter* games will welcome the return of old characters such as Blanka, Balrog and Guile, but veterans will be equally as pleased to meet a new wave of fighters, each with all new moves and fighting styles. Also salvaged from the old games is the barrel-bashing bonus stages, which have now been incorporated as a stand-alone mode to perfect timing and reflexes. From a gameplay point of view, *Street Fighter EX2* is a lot faster than its slightly sluggish predecessor and, although the loading times are still frustratingly long, this game has all the hallmarks of a classic.



expected release date
MAY 2000
PUBLISHER
Virgin Interactive
GENRE
Beat-'em-up
1-2 **Players**
70% **Complete**
Anticipation
★★★★★

mini view

Jo Jo's Adventure

When big game arrives in import a few issues back, we thought some sneaky sod had spiked our tea/coffee with LSD. It's a fighting game, it's also the most bizarre piece of software we've ever played. Fighting fans will be glad to know that it is now getting an official release courtesy of Virgin Interactive, but the strange temperamental content may put-us most players.

VICTORY BOXING III

Just a man and his will to survive...

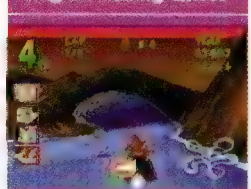
Long gone are the days when the JVC gym was the only place that produced the PlayStation boxers. Now we have Midway with its *Ready 2 Rumble* games and EA with its 'just add a new date' *Knockout Kings* franchise to name just few. So what has JVC's new prize fighter got in its corner then?

When setting out to make *Victory Boxing III*, JVC was keen to recapture the playablilty of the first game and build on the flashy new options of the second. The result is a familiar return to form and a game which, although won't win any beauty contests, promises to be as engrossing and addictive ever. We have played it quite a lot this month. Pretty it aint, but there's something utterly compelling about climbing those world rankings and giving some poor no-hoper a right old pasting. Facial damage is evident and Snake the whisky-swigging trainer is back talking garbage. Oh how we missed him!

expected release date
MAR 2000
PUBLISHER
JVC
GENRE
Beat-'em-up
1-2 **Players**
70% **Complete**
Anticipation
★★★★★

mini view

Magical Racing Quest



When platform games go stale due to over-exposure, the natural solution is to rip-out the platforms and replace them with cars. It worked for Crash, and it would have probably worked for Gex. That is, if he hadn't been ditched altogether and replaced by a whole host of Disney favourites. Set in Disneyland, the new racer from Eidos is based around the various themed rides that attract grinning millions every year. We still think it looks a little too close to *CTR* for comfort, but at least we now know that it plays quite well.

It's the predictable motley crew of misfits and loners, united in their allegiance to save the world from demons and dragons...

mini view

MUPPET RACE MANIA

Good enough to stop Gonzo choking that chicken?

The tidal wave of karting games that have swept over the PlayStation in recent months shows little sign of breaking, not now that Jim Henson's fuzzy felt creations have got in on the act anyway. The amazing thing is though, this is the third karting game that Sony is peddling in little over six months. Talk about overkill!

expected release date
MAY 2000
PUBLISHER SCEE
GENRE Racing
1-2 **Player**
70% **Complete**
Anticipation ★★★★★

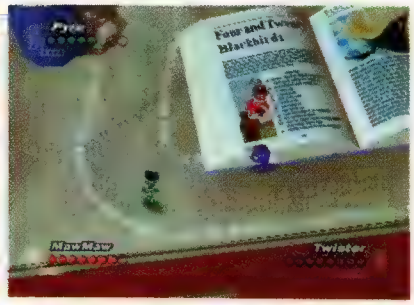
The game features 25 different characters, and each one races in a destinctly different vehicle. Nothing new there then you may think, but the different vehicles actually can actually affect the outcome of the races more so than most other karting games. For example, Beaker – that whining lab assistant – scoots around in a little hovercraft which can skim across water thus acting as his own short-cut to getting ahead of the Muppet masses hot on his heels.

The game is broken up into familiar sections – Tournament, Versus and Adventure. In the latter each character is given a certain list of objectives to complete such as collecting golden anchors or hunting Doozers (of *Fraggle Rock* fame). *Muppet Race Mania* has been developed by Traveller's Tails the same team that brought us *A Bug's Life* and *Toy Story 2*, but in this game it has had a chance to get away from the same old platform game confines and go to town on something a bit meatier, and what better subject matter than a bunch of spaced-out puppets? The code we played was still very early though, but one thing that did impress us at this stage was the handling. From Miss Piggy's monster truck to Rizzo's cheesy chunk, they all take a lot of getting used to and numerous spin-outs are a certainty as you try and fathom out how much acceleration to apply on those tricky bends.

Winning races requires skillful driving, obviously, but you can also boost your chances of victory by resorting to dirty tactics. There are numerous weapons to pick-up, they vary in appearance, but the functions are pretty standard fodder – bombs, homing missles, speed-ups, that sort of thing. If there's still room in your collection for yet another karting game, then *Muppet Race Mania* is shaping up to be a decent enough package, but whether it'll out-pace Eidos' *Magical Racing Quest* remains to be seen.

MICRO MANIACS

It's just like Tom Thumb on speed!



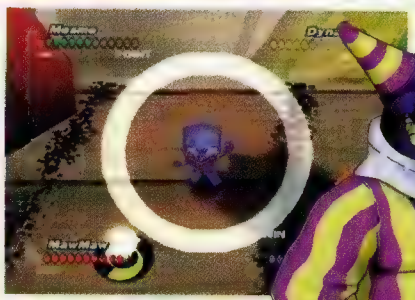
The 'machines' may have been ditched in favour of miniature freaks, but this game is still very much a *Micro Machines* title and that means multiplayer enjoyment of the highest magnitude. Dust-off those multitaps and get ready for more hectic tabletop GPs!

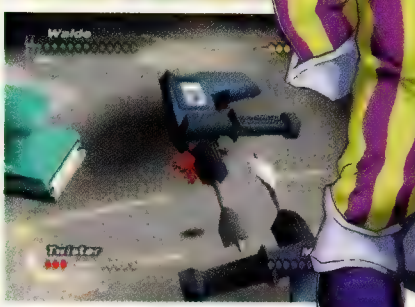
The new cast, billed as the Maniacs, are the result of genetic experiments conducted by a cloning scientist called Dr Minimiser. Whatever their reason for being, the content of the game is the same mix of everyday obstacle dodging and frantic multiplaer racing that has gripped the world for more than a decade. Even the control system is the same, so controlling these demonic runners is akin to skidding around a pool table in a microscopic porche like you would have experienced in the last PlayStation *Micro Machines* game. The full character line-up is still being finalised, but no one character is superior the only differences are in the weapons they can pick up.

We've been playing the game for a couple of months now and, with the exception of a sluggish bumble-bee derby, the action is super-swift. Expect to see the full review next month.

expected release date
MAY 2000
PUBLISHER Codemasters
GENRE Racing
1-8 **Players**
70% **Complete**
Anticipation ★★★★★

mini view





4X4 WORLD TROPHY

Big trucks! Big rocks! Big fun?

Developed by US-based Accolade, *4X4 World Trophy* opens with a typical rock soundtrack that would make Beavis & Butthead foam at the mouth. Big guitars, a blatent disregard for lyrics... you know the sort of thing, but it gets better!

The game itself is a simplistic off-road racing sim in which you must choose from a multitude of chunky-tyred trucks and decide which one is best suited for tackling the terrain in hand. Courses range from dense forests to snow-tipped mountains, so you'd better have some motion sickness pills nearby because this rides gets mighty bumpy. From what we've seen, the skills required to win are subtle pumping of the accelerator as opposed to flooring it, and a canny knack for sniffing-out shortcuts in the courses. It's good to see that the opposition can be as ignorant as you are on a new course though, so be sure not to follow them otherwise you could drive straight off a cliff. Full review soon.

expected release date
MAR 2000
PUBLISHER Infogrames
GENRE Racing
1-2 **Players**
70% **Complete**
Anticipation ★★★★★

mini view

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Price Pinch

The news that Sony intends to sell the PlayStation2 for just £200 has come as quite a surprise. The kind of surprise you get when you find £20 on the floor.

It's obvious that Sony is selling its new console at a massive loss in order to end the Dreamcast's current domination of the games market ($100,000,000 made in America in just two weeks!) Sony's strategy is to lose money initially by selling the PlayStation2 at a comparable price to the Dreamcast in the hope of a greater return in the future. This is very risky, particularly in the fickle games market. Have you noticed how, with the release of every next-generation console, emphasis moves from one company to the next? First there was Nintendo, then the Sega Megadrive, then the Sony PlayStation...

This 'loss-leading' method begs the question: How does Sony intend to

PS2 titles like *TTT* & *RRV* coming up and *still* there's people who remember Dreamcast?

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Two's Company

recoup its money? There has already been a great deal of speculation concerning the expense of Sony's machine. Before the actual details were released on 13 September last year, some magazines suggested an initial price of £400 for the console. In addition, reference has been made in the past concerning the high cost of developing games for the machine. Does this mean that PlayStation2 games will cost a great deal more in the future?

I know it's very cynical of me to bring this up, but considering the amazing technology behind PlayStation2 and the fact that it is going to render other Sony products obsolete, such as DVD players, I wonder how Sony can afford to be so magnanimous.

Keri Porter, Beds

Back up a moment. Did you say, "Dreamcast's current domination of the games market"? There have been approximately 5 million Dreamcasts sold worldwide. In contrast, 55 million homes are host to PlayStation consoles around the planet. How's that for domination?

As for the DVD issue, it seems likely that anyone who's serious about home entertainment will stick with their high spec players. We're getting reports of omitted functionality in PS2's DVD playback, with standard features like multi-angle and multi-story being left out. Current rumours suggest the need to insert a certain CD-ROM before watching each movie too, and it's not very adult to control it all with a big joypad and cable. If these stories are true, such low cost is more understandable as basic movie playback is more of a bonus than a major selling feature for the killer gaming console.

Copy Cat

I'm writing to give my view on what I think computer game companies should do to prevent the increasing number of piracy distributors. For a start I think that piracy is immensely unfair on the companies who spend, in some cases, more than a year developing their gaming products, and a lot of money. Then the pirate copiers illegally copy and sell the games on discs worth pennies, for a lot less than intended, to the public. Surely these companies are rich enough to be able to develop some encrypted code in the programming of the games that recognises the use of a mod chip, or games cheat cartridge. I know that the Japanese companies have included, in my view, a very flimsy encrypted code (which cheat cartridges like the Gameshark and Xplorer can for some strange reason decipher very easily). How can these cartridges decode codes that are made by some of the top companies like Squaresoft and Namco? If they have purely designed these codes to stop piracy they don't seem to be very effective.

I know that Sony is one of the biggest electronics companies in the world, but I bet when PS2 comes out the pirate people will come up with some way of chipping the console. Sony could make it so if you opened the casing it would become unusable in some way. Is there any news about any new detection system Sony is developing, or about what Sony is planning to do about piracy on the new machine?

I hope companies do succeed in creating some anti-piracy software to stop piracy permanently. Maybe Microsoft could help!

Mark, Liverpool

The only way Microsoft could help fight piracy would be to develop a console so hokey that nobody wants any games for it. X-box? Dirt box more like.

There's been no word yet on Sony's next generation of copy protection, very probably because it would be foolish to give the pirates a head start on creating their counterfeiting hardware. On questioning why current chip detection routines can be so easily bypassed, there is a conspiratorial belief that plentiful pirate software makes for massive console sales...

Please Xplain

For Christmas my mum bought me an Xplorer Professional cheat cartridge for my PlayStation. This was great as it meant I could get on the last level of all my games. There was just one problem. When I went round my best friend's house with my Xplorer to play on his PlayStation to my horror I found that his PlayStation which he got for Christmas did not have a rear point capability to take my Xplorer cheat cartridge.

Please could you tell me why the new PlayStations are made so they can't take cheat cartridges.

A very puzzled,

Shaun Cross, Cambridge

Money. The fewer parts there are on a PlayStation, the cheaper it is to make. Sony drops the price of its console, then removes useful components to compensate. Sneaky tykes.

Bond Again

Firstly I would like to tell you that your magazine kicks ass. But to go to the main point: Why is Sony wasting its time on games for the PSX when the PS2 is due next month?! I mean we gamers are still playing the games released in the past two months. I myself am still playing *FFVIII*. So why doesn't Sony exert its effort on new games for the PS2? Why release *GT2* when *GT2000* will be released for the PS2 in one month's time?

The second thing I would like to ask why are Sony and other developers lacking good games? I mean look at *Tomorrow Never Dies*, you said that it was great. Trusting your review I went down to the toy shop and bought it. I played it for an hour and I finished it in 007 mode, no cheats, no walkthroughs. The only games I respect now are the *Final Fantasy* series.

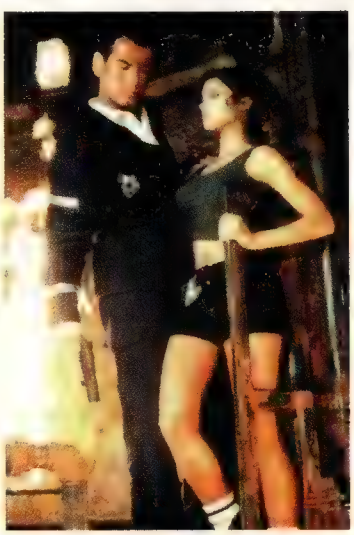
Where are games like *Metal Gear Solid*? I'm asking, where are they? I think developers have run out of ideas.

Thank you for your time.

Adam Zidane, email, Egypt

There are millions of PlayStations in operation around the world. A big selling PSX game will still make much more money than a big selling PS2 game, because more people have the hardware to play it on.

Otherwise you seem extremely observant. Except that we called *Tomorrow Never Dies* "a poor knock off" and awarded it 52%. ▶



Did you all buy *TND* expecting *her* to star?

▶ Rent-A-Scrooge

The question of longevity versus quality in games seems to be coming up more frequently. The debate became more heated around the release of *Metal Gear Solid*, and when an issue can tarnish a name as acclaimed as *MGS* it seems the industry must take note.

I for one have all but stopped buying games. At the price they are, a lasting experience is more important to me. So have I stopped playing? No, I rent. You can rent a game for a very reasonable price and in many cases finish it, too. Why should I buy top notch games like *Time Crisis* when I can play through them in a weekend for a fraction of the retail price? My actual games collection consists of multiplayers like *Speed Freaks* and titles that are challenging enough to justify the purchase, such as *Final Fantasy VIII* and *Tomb Raider III*.

What can I say? I'm a punter and I am pretty hard to please, but then we all are and if the industry wants to sell games then it's got to please us.

So it's quantity and quality or I don't buy. Simple.

Martin Brown, Nottingham

A thrifty approach might seem smugly intelligent in the short term, but there's something to be said for the feeling of ownership. You're not really doing your part for capitalism in the free west if you stop buying luxury items, are you? Old granddad didn't have his eardrums blown out with a concussion grenade in the war so that you could make a mockery of the way of life he was fighting for. Get down the shops you tight chimp.

PS2 Weird

I am writing in a state of utter confusion about all the PS2 information that's flying around. First of all the memory card. It is said to be 8MB as opposed to the 1MB standard PSX mem card, but then I have also heard that it will be 64 times bigger than the old one! The maths just doesn't work!

Also, the Dual Shock 2 is said to have analogue buttons, but will this not lead to broken buttons after trying to squeeze that extra five MPH out of your car on *GT2000*? This would be a real shame.

Finally, will all the peripherals planned for the PCMCIA port be all hype a la PlayStation? I would be mucho appreciative if you could answer me these questions.

Tom Rodgers, Somewhere

PS – Could you please print your disapproval of my friend Paul who recently sold his Saturn plus a couple of games to a wheelchair bound man who knew no better for £200!

The standard PS2 memory card is 8MB, though cards with larger capacity can theoretically be made. Don't quite see the point about the Dual Shock 2 taking more punishment because it's analogue. Do you break the accelerator pedal on your PSX steering wheel? How about the thumb sticks on the current Dual Shock pad? Or a NeGcon? All these devices are analogue for greater control, but people manage not to destroy them during use!

PCMCIA is a standard interface that's been in place for years, particularly on laptop computers. As such, it will be easy for third-party hardware developers to create peripherals, regardless of Sony's plans. Have a little faith.

Peek-A-Boo

Why don't you show your faces? Every time I see a picture they've got some stupid mask on. So go on, show your faces for once.

Nick Hasselholdt, email

Besides the majority of our staff being blessed with faces fit only for radio, there are security issues to consider as well. One month we publish our little mugs, the next someone like you shows up outside the office with a van, some chloroform and a sledge hammer.

Cost Conscious

I've read that PlayStation2 will cost £300 when it eventually comes out. What is Sony doing? They are shooting themselves in the foot. That is a ridiculous price to pay for anything. They should have learned their lesson with the original PlayStation, sales only soared when they reduced their price. Okay, I know it contains a DVD drive but so does the Dolphin and they're not charging as much as Sony is. I say Sony needs to wise up or else the Dolphin will outshine it. £200 would be enough to make Sony a nice profit, they're just being greedy.

Ian Edwards, email

PS2 is the most wanted console of all time. If you won't buy one, there are thousands of others who will take your place in the queue. Besides, the £300 price point is still conjecture for the UK: it may be as low as £199.

What's Up?

First of all, you have a really cool mag. I'm writing in to see what your opinion is on where the Dreamcast is going when PlayStation2 comes out. This subject has probably already started off pointless arguments about which console is the best, but does it really matter? I mean I personally haven't experienced the power of Dreamcast yet, but looking at the pics, sure, it looks out of this world. I don't see why people should go round slagging the Dreamcast off, just because Sega's last attempt (Saturn) wasn't very popular, and the PlayStation's first attempt was very successful. The real question is, "Is PlayStation2 going to be a big improvement on Dreamcast?" What do you think about this situation? Do you agree with me or are you Dreamcast slayers? Please be honest. I don't hate the DC, but obviously I'll be getting a PS2 when it comes out in September.

Mark Porter, Liverpool

PS – Do you think it's all to do with the companies that produce the games?

PlayStation is so big, as a brand name, that Dreamcast cannot hope to compete. On top of that, PS2 is so high spec and lets you watch DVD movies. Further power comes from Sony's vast financial resources, which Sega lacks. Looking at the situation like this, can you see a Dreamcast victory?

Little Flower

I really like your magazine and I read it every month, well that is to say I look at the pictures. But I do have one complaint. Not enough sweets! More tasty snacks please.

Petal, London

Candy treats, little glucose based incentives, are all very nice. But what are you left with after you've choked down your free novelty snack within seconds of buying the magazine? Light nausea and toothache. Our wholesome 200 page books last a lifetime!

Money Worries

Great mag, I went on the Internet searching for the most up-to-date info on the PS2. I was shocked to find out that if you wanted to mail order a PS2 on the Internet, on import from Japan in March, it would cost an astronomical amount of 700 quid, without any games. I just think it's completely unfair of Sony to expect young kids to be able to afford that kind of money.

To prove I'm not lying, go on Project K's Web site and see for yourself. I thought that it was going to cost around £300, but this is a complete surprise. I know the PS2 can do an awful lot of things, and the graphics look amazing, but Sony please try and lower your prices. Do you think it's too much, am I being silly?

I also found out that the games are around £55 each. You have to get games for it, and if you add these prices up it comes to £755 for the console with one controller, a memory card and one game. I really hope this mail order price rapidly decreases, or a lot of people are not going to be very pleased come September.

David Porter, email

The eye-straining price tag of £700 is a random figure, plucked from the air by independent importers. Sony has set the street price of these Japanese consoles at around ¥39,500 (about £200) and with the exception of a little import duty for the Queen, the rest of that £700 tag is pure profit for the importers. The same thing happened with the first PlayStation, and the Dreamcast for that matter.

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Addicted To Blood

All my friends think I'm sad. Why? Because I'm obsessed with *Resident Evil* games. I mean who goes and buys a Dreamcast, PlayStation and a Nintendo 64 just to play *Resident Evil*? And if I do have any money left, I go and buy PlayStation magazines just to see pictures of *Resident Evil 3*. You might say, "Turn the bloody power off!" That doesn't stop me, if I'm not playing I'm reading *Resident Evil* books (and I hate books).

This all sounds normal to me, it's just my parents and my friends that think I need help. Do you think I need help?

I would just like to say what a wonderful magazine you have, especially the great info and pictures of *Resident Evil* games.

Adam Allman, Wiltshire

He's not a particularly fertile man, or a man who deserves the divine gift of fatherhood more than most, but if our own Ryan could have a son, he'd want it to be you Adam. You are both impossibly similar. There was this one time he played *Resident Evil 2* for 53 hours. His left eye haemorrhaged and went entirely black. It looked like an eight ball.

Anyway, you win £50, to buy *RE3* which should be out now.

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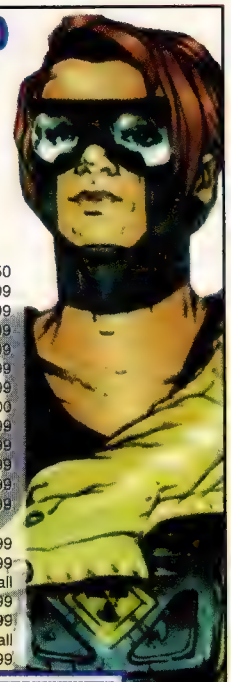

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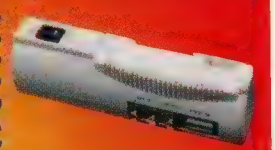

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UPDATED EVERY MONTH

Playlist

A-Z of reviews

All and as reviews of every PlayStation game ever released, you'll find Top 10 guides for every genre, from shoot-'em-ups to sports games, starting on page 112

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NEW this month

Ace Combat 3 Electrosphere
Beatmania European Edit
Clock Tower II
Cool Boarders 4
(The) Dukes Of Hazzard
Eagle One Harrier Attack
Ehrgeiz
Gran Turismo 2
International Track & Field 2
Marvel Vs Capcom
Puyo Puyo 4
Ready 2 Rumble
Tail Concerto
Teletubbies
Tiny Tank
Toy Story 2
Vigilante 8: Second Offense

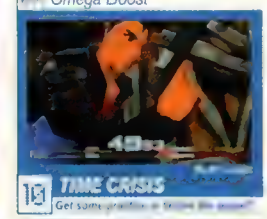
GAMETITLE		issue	SCORE	WESAY...
40 Winks	1	56	76%	Great to look at, but very, very boring.
4-4-2	1-2	26	57%	Dated and disappointing Sunday league stuff.
2Xtreme	1-2	19	52%	Tedious multi sports effort – fading fast.
3Xtreme	1-2	52	46%	Lacks challenge, good looks, everything really.
3-D Lemmings	1	01	69%	Famous puzzle game, now in 3 D' Average
A Bug's Life	1	46	71%	Too hard for kids, too dull for adults...
Abe's Oddysee	1	26	90%	One of the most addictive platformers on the PSX!
Abe's Exoddus	1	41	92%	Supersedes Oddysee as the must-have platformer!
Ace Combat*	1-2	01	81%	Slightly repetitive flight sim.
Ace Combat 2*	1	23	84%	Far better graphically and playability wise
Ace Combat 3	1	59	82%	Decent enough, but devoid of depth.
Action Man	1	57	75%	A good game.. for the youngsters.
Actua Golf	1-4	10	88%	Slightly dated now, but a decent enough golf sim.
Actua Golf 2	1-4	23	80%	Not as good graphically, but still great fun.
Actua Golf 3	1-4	41	76%	The best of the lot, but standards are now higher.
Actua Ice Hockey	1-4	32	70%	A worthwhile stab at the sport, but flawed...
Actua Ice Hockey 2	1-4	48	80%	Much better than the last one. Well worth a look...
Actua Soccer	1-2	04	79%	Slick looking footie sim, but now very dated.
Actua Soccer: Club Ed.	1-2	22	62%	Cynical re-badged version of the above.
Actua Soccer 2	1-4	28	84%	Great at first, but the appeal soon evaporates.
Actua Soccer 3	1-4	42	87%	Top arcade-style, simplistic football.
Actua Tennis	1-4	41	76%	Not quite an ace, but still hits the spot.
Adidas Power Soccer	1-4	06	74%	Great back then, now failing against the competition.
Adidas Power Soccer '97	1-4	19	52%	Same game as the above, but with UK teams. Poor.
Adidas Power Soccer '98	1-4	36	75%	Fantastic-looking, but not free-flowing enough.
Adventures of Alundra	1	34	86%	Engrossing and enchanting RPG
Agile Warrior: F111X	1	03	71%	Simple brainless shoot-'em-up...
Air Race	1-2	27	68%	Humdrum racer offering short-term appeal
Akuji The Heartless	1	44	78%	Atmospheric arcade adventure, but very repetitive.
Alien Trilogy	1	06	91%	Deeply scary space shoot-'em-up Great fun
Allied General	1-2	19	51%	Hexagonal strategy for bores and generals
All-Star Soccer	1-8	24	80%	Superb comic commentary, not bad footie!
All-Star Tennis	1-4	43	70%	Puts an all-new spin on the tennis ball!
Alone in the Dark 2	1	04	77%	Intriguing French 3-D adventure based on PC.
Andretti Racing '97	1-2	11	74%	Average split screen American racer.
AK's Smash Court Tennis	1-4	49	93%	The most fun you can have with a multitap .
Ape Escape	1-2	30	90%	Our favourite platform game on the PlayStation!
Apocalypse	1	43	65%	Big on thrills, low on lasting gameplay.
Aquanaut's Holiday	1-2	10	58%	Impenetrable and dull underwater guff.
Area 51	1-2	21	68%	Rough coin-op conversion using light gun
Armoured Core	1-2	35	69%	Fun, but linear robot beat-'em-up.
Army Men 3-D*	1-2	49	68%	Enjoyable, but short lived plastic warfare
Assault	1-2	40	80%	A nostalgic B-movie bug blaster
Assault Rigs	1-2	03	81%	Tron-like tank blasting game Good link-up
Asterix	1-2	49	60%	Too much bollix and not enough frollix!
Asteroids	1-2	43	70%	Loses the divine simplicity of true Asteroids.
Atari Collection, The	1	21	81%	Many classics. Best: Missile Command, Asteroids.
Auto Destruct	1	29	84%	Ultra-violent Armageddon on wheels!
Ayrton Senna's Kart Duel	1-2	14	54%	Ropey racing engine, jerky action.
Azure Dreams*	1	40	70%	Weird. Odd. Strange. Bizarre. And quite good!
B-Movie	1	42	86%	Spaced-out Space Invaders... great 3-D fun!
Baby Universe	1	39	22%	A trippy pattern maker that just doesn't belong.
Ballblazer Champions*	1-2	22	69%	Dull as dishwater futuristic sports.
Baseball 2000	1-2	58	83%	If you're into the sport, you could do a lot worse...
Bass Landing	1	56	23%	Hugely unplayable and dull fishing game.
Batman & Robin	1	37	78%	Half decent movie spin-off with a lasting challenge.
Batman Forever	1-2	15	41%	Bloody awful film licence – avoid!
Battle Stations	1-2	25	51%	Flat and unconvincing naval strategy...
Bedlam	1	25	78%	Muggy and complicated Syndicate wannabe
Beast Wars Transformers*	1	30	65%	Transforming fun that's far from easy.
Beatmania*	1-2	42	60%	Arcade-style head-to-head music making.
Beatmania European Edit	1-2	59	80%	Fun for a while, but it's harder than house!
Big Hurt Baseball*	1-2	09	81%	Moderately successful sports conversion.
Bio Freaks	1-2	41	78%	Mutated, mangled muddled mayhem
Black Dawn	1	15	76%	Average helicopter shoot-'em-up
BLAM! Machinehead	1	12	79%	Graphical masterpiece, but no depth at all.
Blast Chamber	1-4	15	82%	Clever puzzles with rotating rooms.
Blast Radius	1-4	38	72%	An inferior Colony Wars clone.
Blasto	1	38	60%	Playable, yet simple looking platform shooter.
Blaze & Blade	1-4	42	73%	Interesting four-player RPG, but it looks dire.

PLAY BACK

TOP10 shoot-'em-ups

01 G-POLICE 2
Still the best air combat game on the PSX

02 Colony Wars: Vengeance
03 Future Cop: LAPD
04 Point Blank 2
05 Vigilante 8
06 Eagle One Harrier Attack
07 R-Type Delta
08 Ace Combat 3
09 Omega Boost



10 TIME CRISIS
Get some practice in before the sequel

TOP10 sports games

01 ISS PRO EVOLUTION
The best football game ever made
02 Actua Soccer 3
03 FIFA 99
04 Int Track & Field 2
05 Total NBA '98
06 Knockout Kings 2000
07 UEFA Striker
08 Madden '99
09 Brian Lara Cricket
10 Cool Boarders 4

TOP10 strategy/adventure

01 METAL GEAR SOLID
The best PlayStation game of all time
02 Final Fantasy VII
03 Resident Evil 3 Nemesis
04 Dino Crisis
05 Tomb Raider Last Revelation
06 Resident Evil 2
07 Syphon Filter
08 Silent Hill
09 C&C: Retaliation

10 TOMB RAIDER III
Still a good Tomb to open!

PLAY BACK

TOP10 puzzle party

01 MUSIC 2000
Cheaper than learning a studio
02 Bust-A-Groove
03 Bust-A-Move 4
04 Puzzle Fighter
05 Ghoul Panic
06 Bust-A-Move 2
07 Chu Chu Rocket
08 Bust-A-Move 3
09 Bubble Bobble
10 Bubsy 3-D

TOP10 racing games

01 GRAN TURISMO 2
More of the same, but loads bigger
02 Gran Turismo
03 Rally Cross 2
04 TOCA 2
05 Colin McRae Rally
06 Wipeout
07 F1 Racing Simulation
08 Ridge Racer Type 4
09 Crash Team Racing
10 Formula One '99

TOP10 platformers

01 SPYRO 2
A vast and challenging platform gem
02 Ape Escape
03 Abe's Exoddus
04 Crash Bandicoot 3
05 Spyro The Dragon
06 Croc
07 Crash Bandicoot 2
08 Abe's Oddysee
09 Klonoa
10 CRASH BANDICOOT
An oldie but still a goldie!

GAMETITLE											ISSUE	SCORE	WESAY...
Bloodlines	1-4	●	●							●	47	59%	A complete waste of time and effort.
Blood Omen: LOK	1	●									18	81%	Be a vampire – top bloody fun!
Bloody Roar	1-2	●									34	80%	A fine quality beat-'em-up.
Bloody Roar 2	1-2	●								●	46	82%	A great improvement and very enjoying.
Bomberman	1-4	●								●	50	61%	Too old and dated to be truly enjoyable now.
Bomberman Fantasy Race	1-2	●			●					●	51	20%	Poking yourself in the eye is more fun!
Bomberman World*	1-5	●	●								33	85%	A fun-fuelled party game to blow you away!
Brahma Force	1	●									31	81%	Stompingly good mech-warrior action.
Brave Fencer Musashiden*	1	●									44	68%	A hotch-potch of gaming styles thrown together...
Breath Of Fire III	1	●									38	80%	Enormous and absorbing, but looks dated.
Brian Lara Cricket	1-4	●	●							●	43	78%	The indoor alternative, and it's not bad!
Broken Helix*	1	●									24	75%	Absorbing 3-D adventure, but bad graphically.
Broken Sword	1	●				●					14	84%	Slick point 'n' click adventure.
Broken Sword 2	1	●				●					28	90%	Beautifully intuitive point 'n' clicker.
Brunswick Pro Bowling	1-6	●								●	45	61%	An admirable effort to recreate a dull sport.
Bubble Bobble	1-2	●									11	85%	Arcade fun from the early Eighties.
Bubsy 3-D	1	●									15	69%	Passable 3-D cartoon romp.
Bugs Bunny: Lost In Time	1	●								●	51	75%	Accomplished fun, but not outstanding.
Burning Road	1-2	●		●			●				12	76%	Turbo nutter action with big trucks.
Bushido Blade*	1-2	●		●			●				20	94%	Stylish and brutal sword-fighting.
Bushido Blade 2*	1-2	●		●							35	80%	Very disappointing sequel.
Bust-a-Groove	1-2	●									41	89%	Platform-wearing party gaming!
Bust-a-Groove 2•	1-2	●								●	53	88%	A virtual disco on a disc, minus the whistle posse!
Bust-a-Move 2	1-2	●			●						08	88%	Simple, yet totally addictive puzzler.
Bust-a-Move 3DX*	1-2	●									30	88%	Once you pop, you can't stop!
Bust-a-Move 4	1-2	●								●	43	86%	Muddled and slightly OTT sequel.
Buster Bros Collection*	1-2	●									22	86%	Pang gets the 32-bit treatment.
Capcom Generations 2*	1-2	●								●	41	85%	This pack features Ghost 'N' Goblins. Quite Fab!
Capcom Generations 4*	1-2	●								●	43	68%	This pack features Commando. Not really worth it!
Cardinal Syn	1-2	●								●	34	85%	Great gory action flawed by the control system.
Carnage Heart	1	●									23	57%	Dull robot strategy adventure on the moon.
Casper	1	●									12	65%	Plain and unimaginative film game.
Castrol Honda Superbike Racing	1-2	●			●					●	51	42%	Thrill-free motorbiking, steer away from it!
Cheesy	1	●									15	50%	It certainly is!
Chessmaster 3-D	1-2	●									08	68%	Chess. On PlayStation. Hmm...
Chessmaster II	1-2	●									52	52%	A decent portrayal of the complex strategy game.
Chill	1-2	●								●	33	56%	Uninspired and jerky snowboarding game.
Chocobo Racing*	1-2	●			●		●			●	49	40%	Cheap and nasty karting.
Choro Q*	1	●									11	70%	Quirky but rough cartoon racer.
Choro Q 2*	1-2	●			●		●				22	85%	More cars, big miniature fun.
Choro Q Wonderful*	1-2	●			●		●			●	54	66%	Not wonderful, just plain dull...

HEAD-TO-HEAD Colin McRae Rally 2 vs GT2

Colin McRae Rally 2

issue 59

Gran Turismo 2

By no means just a rally game, *GT2* went for the complete package by still focusing mainly on in-depth road racing, but also chucking in a time trial rally mode just for good measure. But was it a worthwhile addition or a waste of time?

"The rally side of GT2 is a mere trinket, a distraction from the enormous main road-based driving game..."
RAYBRIG
Gran Turismo 2

An early promise of greatness!

A less rousing rally romp!

The best games of their genre set against each other

Syphon Filter 2 . . Die Hard Trilogy 2 NEXT MONTH

* indicates an import review

arcade shoot-'em up | beat-'em-up | first person shooter | party/puzzler | platformer | racing game | sports title | strategy/adventure

GAMETITLE										issue	SCORE	WESAY...
Chronicles of the Sword	1					●				18	43%	Tedious adventure – avoid!
Circuit Breakers	1-4	●	●						●	35	81%	Great fun, but very limited in areas.
City of Lost Children	1	●								18	78%	Slow moving 3-D adventure.
Civilization II	1	●				●			●	47	79%	Big on challenge, bad on looks.
Clock Tower	1	●				●				27	83%	Stylish, and utterly chilling murder mystery!
Clock Tower II*	1-2	●							●	59	73%	A mildly entertaining survival horror point & clicker!
Colin McRae Rally	1-2	●			●		●		●	37	93%	Rally gaming at its best!
Colony Wars	1	●							●	27	92%	Gorgeous, totally playable space blasting.
Colony Wars: Vengeance	1	●							●	42	93%	Improves greatly on the first. An epic!
Command & Conquer	1									16	79%	PSX version slow and sorely lacking
C&C: Red Alert*	1-2	●		●		●				29	90%	The last word in real-time wargames.
C&C: Retaliation	1-2	●		●		●				41	91%	Er... the 'new' last word in real-time war games!
Contra: Legacy of War	1-2	●								16	62%	Scrappy arcade shoot-'em-up from Konami
Constructor	1	●				●				44	81%	Very addictive tongue-in-cheek sim game
Contra Adventure, The*	1	●							●	42	49%	A truly bad sequel to a 16-Bit classic.
Cool Boarders	1	●								16	82%	High speed stunts on a snowboard.
Cool Boarders 2*	1-2	●		●	●				●	26	81%	An accomplished snowboarding game...
Cool Boarders 3	1-2	●		●	●				●	42	84%	The best snowboarding game on the PlayStation!
Cool Boarders 4	1-2	●							●	59	86%	Another great addition to the series.
Courier Crisis	1	●								30	54%	Bring back the old Paperboy!
Crash Bandicoot	1	●								13	84%	Technically brilliant platformer
Crash Bandicoot 2	1	●							●	29	86%	Crash returns in style!
Crash Bandicoot 3: Warped	1	●							●	43	91%	The best Crash game on the PlayStation.
Crash Team Racing	1-4	●			●				●	56	88%	Great fun, but too slow in multiplayer.
Crime Killer	1	●							●	37	78%	A bit samey, but delivers action thick and fast.
Crisis Beat*	1-2	●							●	40	45%	A rather arthritic Fighting Force
Critical Depth	1-2	●			●				●	32	72%	Above average underwater blaster
Criticom	1-2	●								04	87%	Early average beat 'em-up. Now forgotten
Croc: Legend of the Gobbos	1	●							●	26	78%	It's intellectual theft, but fun nonetheless!
Croc 2	1	●							●	49	84%	Up there with the big boys!
Crow: City of Angels	1	●								21	21%	Absolute shite!
Crusader: No Remorse	1	●								18	80%	Decent shoot-'em-up from the PC.
Crypt Killer	1-2							●		18	38%	Blocky, dreary, shoddy shooter.
Cyber Tiger	1-4	●	●						●	57	86%	A very fun and engrossing golf game
Cyberia	1	●								04	67%	'On rails' FMV shoot-'em-up. Ugh!
Cybersled	1-2	●			●					01	55%	Dull futuristic tank combat game. Pants!
CyberSpeed	1	●								02	65%	Putrid futuristic Hi Octane style racer
D	1	●								06	69%	Mediocre 3-D adventure – slow.
Dark Forces	1									17	75%	Appalling Star Wars conversion
Darklight Conflict	1									22	79%	Fantastic looking, but sadly boring
Dark Omen	1	●				●				33	85%	Polished action/strategy simulation.
Darkstalkers*	1-2									10	88%	Very playable beat-'em-up from a coin-op
Darkstalkers 3*	1-2	●							●	43	89%	A superb, scary sequel that's very impressive.
Dead Ball Zone	1-2	●							●	35	84%	Very playable futuristic mutilation mayhem!
Dead Or Alive*	1-2	●							●	34	91%	Neat fighting game complete with wobbly t*ts!
Deathtrap Dungeon	1	●								33	88%	A compelling high-drama dungeon adventure.
Defcon 5	1	●								03	88%	Run-of-the-mill space adventure. Slow.
Descent	1-2	●		●						06	66%	Was good, now utter cack!
Descent 2	1-2	●		●						24	63%	Almost the same game. Not that fun to play
Destraga	1-2	●							●	53	35%	A very drab and uninspired beat-'em-up.
Destruction Derby	1-2	●		●						01	80%	PSX showpiece and good two-player.
Destruction Derby 2	1	●								14	82%	Better, but lacks link-up – bah!
Devil's Deception	1-2	●								32	68%	Intriguing and challenging, but looks a bit dodgy.
Devil's Dice	1-5	●	●							43	84%	Devilishly difficult, but fiendishly fun!
Diablo	1-2	●								34	74%	Fun, but repetitive arcade role player
Die Hard Trilogy	1	●				●	●	●		11	92%	Utterly brilliant three film games in one.
Dino Crisis*	1	●							●	52	94%	Every ounce the monster it promised to be!
Discworld	1	●				●				01	74%	Unfunny cartoon adventure
Discworld II	1	●				●				28	80%	Humourous off-the-wall adventuring...
Discworld Noir	1	●				●			●	57	66%	A Discworld departure... that doesn't work.
Disruptor	1	●								14	87%	Impressive 3 D Doom clone
Diver's Dream	1	●								48	76%	Just like Tomb Raider, only underwater!
Dodgem Arena	1-4	●		●	●				●	43	50%	Unsuccessful future sports fusion.
Doom	1-2			●						03	93%	Top link up, but now looking dated
Dracula X*	1	●								21	84%	The import version of Castlevania.
Dragon Ball Z GT: Final Bout*	1-2	●								29	39%	Dismal beat-'em-up.
Driver	1	●							●	50	94%	Believe the hype, a fantastic game
Duke Nukem	1	●		●					●	29	90%	Fantastically playable shoot-'em-up.
Dukes Of Hazzard, The	1-2	●			●		●		●	59	20%	Terrible, almost unplayable nostalgic racing.
Dynasty Warriors*	1-2	●								25	71%	Restrictive and bizarre beat-'em-up, but pretty.

PLAY BACK

TOP10 platform

01 TEKKEN 3
02 [illegible]
03 [illegible]
04 [illegible]
05 [illegible]
06 [illegible]
07 [illegible]
08 [illegible]
09 [illegible]
10 TOMB RAIDER II

TOP10 beat-'em-ups

01 TEKKEN 3
02 [illegible]
03 [illegible]
04 [illegible]
05 [illegible]
06 [illegible]
07 [illegible]
08 [illegible]
09 [illegible]
10 [illegible]

TOP10 first person

01 QUAKE II
02 [illegible]
03 [illegible]
04 [illegible]
05 [illegible]
06 [illegible]
07 [illegible]
08 Mechwarrior 2
09 Disruptor

10 ALIEN TRILOGY
Very old, but still fun to play...

NEOGEO CORNER latest games

All the latest releases for the pocket wonder

What with the Wonder Swan pocket console being confirmed as linkable to the PlayStation2 there's every chance that the marvellous NeoGeo Pocket may follow suit, so let's roll on with the latest games around.

Sonic Adventure

With a slight drought affecting the influx of Neo Geo software this month, it is no surprise that the hedgehog's pint-sized caper stayed rooted in our office console for a further month.

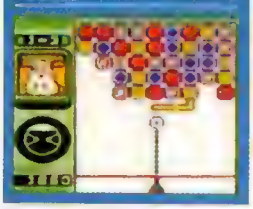
rating ★★★★

NEOGEO Game Of The Month!

Puzzle Link

Although this was never going to topple the likes of Puyo Pop and Bust-A-Move, it is another fine example of puzzle heaven. It's colourful, charming and utterly compelling. Well worth a look.

rating ★★★★



Shanghai Mini

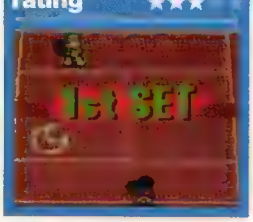
Although perhaps not the easiest game to play on a small screen, this addictive puzzler is still an interesting alternative to the mass of fighting and action games available. Try it, you will like it.

rating ★★★★

Pocket Tennis Colour

With the football games being so devoid of pleasure, it is nice to know that we can rely on tennis to hit an ace on the handhelds. This game is simple, addictive and hard to put down.

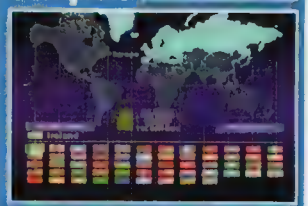
rating ★★★



GAMETITLE												issue	SCORE	WESAY...
Eagle One: Harrier Attack	1-2	●							●			59	80%	An accomplished aircraft shoot-'em-up!
Earthworm Jim 2	1	●										12	69%	16-bit fun, but the joke is wearing thin.
Einhander*	1	●										31	87%	Another genre sewn-up by Square. Breath-taking!
Epidemic*	1	●										19	71%	Slow and boring disease adventure.
Eliminator	1	●									●	46	52%	Should turn its guns upon itself.
Ehrgeiz	1-2	●									●	59	78%	Too shallow to be a fighter or an RPG.
ESPN Extreme Games	1-2	●										02	73%	Tiresome sports, no fun at all!
Everybody's Golf	1-4	●										36	85%	Highly enjoyable, fast-paced party golf game.
Everybody's Golf 2*	1-4	●										55	58%	Only a mild step-up from the original.
Evil Zone	1-2	●									●	50	62%	Huge special effects, tiny gameplay.
Excalibur 2555 AD	1	●										19	77%	Imaginative and lush RPG.
Exhumed	1	●										25	84%	Compelling Egyptian 3-D shoot-'em-up.
Explosive Racing	1	●			●			●				25	75%	Quick and playable racing, but not all new.
Extreme Pinball	1-2	●										07	54%	Miserable pinball sim with bad physics.
Extreme Snow Break	1	●										34	09%	Extremely crap.
FA Premier League STARS	1-4	●	●								●	52	64%	Nice idea, but too irritating to play.
Fade To Black	1	●										09	81%	Gripping sci-fi alien adventure!
Fantastic Four	1-4	●	●									26	69%	Hardly fantastic, but playable.
FIFA '96	1-4	●	●									03	81%	Unexceptional footie flannel.
FIFA '97	1-4	●	●									15	70%	Graphically better, but plays worse.
FIFA '99	1-8	●	●								●	42	91%	The best FIFA game ever!
FIFA 2000	1-8	●	●								●	56	72%	The legend is sullied by this poor update.
FIFA: Road to World Cup 98	1-8	●	●								●	29	88%	Plays well, but the subject matter is dated.
Fifth Element, The	1	●									●	40	50%	Thoroughly disappointing – rent the movie instead!
Fighter's Impact*	1-2	●										23	76%	Dated and blocky 3-D beat-'em-up. Buy Tekken 2 instead.
Fighting Force	1-4	●									●	27	89%	Brutally destructive two-player action.
Fighting Force 2	1	●									●	57	74%	Old skool fighter with limited appeal.
Final Doom	1-2				●			●				13	82%	New levels, but otherwise the same.
Final Fantasy Anthology*	1	●									●	58	83%	The old games, all polished-up nicely!
Final Fantasy VII	1	●										27	93%	The final word in adventure!
Final Fantasy VIII	1	●									●	54	96%	The greatest RPG to grace the PlayStation.
Final Fantasy Tactics*	1	●										32	90%	Epic and engrossing strategy/RPG challenge.
Firemen, The*	1	●										05	78%	16-bit looking fire-fighting action game
Firestorm: Thunderhawk2	1	●										03	85%	Playable helicopter blast-'em-up from Core.
Firo & Klawd	1-2											15	64%	Garish cartoon cop adventure. Dodgy.
Fisherman's Bait	1-2	●									●	53	62%	A fairly enjoyable fishing game.
Fluid	1	●									●	38	78%	Fleeting but interesting diversion.
Formation Soccer*	1-2	●										24	58%	Expensive and dated-looking footie guff!
Formula 1	1-2	●			●			●				11	84%	Exhilarating and glorious F1 sim!
Formula 1 '97	1-2	●				●		●			●	26	90%	Well upgraded and stuffed with excitement!
Formula 1 '98	1-2	●			●	●		●			●	41	68%	Enormously disappointing – just rubbish!

GAME OVER ISS Pro Evolution played out

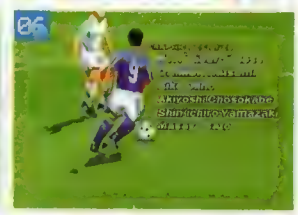
We show you the ending in case you haven't managed...



Reap the rewards!

To complete all of *ISS Pro Evolution*, you must win all cup competitions and leagues on the default setting. This includes the Bonus Cup that only becomes available when you've won everything else. When the Trophy Cabinet is full, you have done everything!

For your efforts, you are rewarded with four extra teams to play as or buy players from in the Master League mode (World and Euro All-Stars and Classic World and Club House stadium to play in for friendly matches, so there's a few decent rewards



Victory Parade

You will be rewarded with an ending sequence whenever you complete a cup competition or a league, and these vary depending on which one it was (the International Cup and League for example are much longer). You will also see a special credits sequence (which wasn't in the Japanese version) showing your team running riot.

ISS Pro Evolution was reviewed in PLAY 55... Check out our back issues for details

GAMETITLE									ISSUE	SCORE	WESAY...
Formula 1 '99	1-2	●		●	●	●		●	55	92%	The best Formula 1 game to date...
Formula Karts: SE	1-2	●			●	●			28	75%	Too simplistic for mass appeal
Forsaken	1-2	●			●			●	35	84%	Nice engine, but the gameplay ages badly.
Frenzy	1	●						●	36	73%	Fun, but short-lived arcade hokum.
Frogger	1-4	●	●						27	69%	Genuinely disappointing frog-'em-up
Future Cop: LAPD	1-2	●			●			●	40	94%	The best isometric blaster we've ever seen!
Gallop Racer*	1-2	●			●			●	55	46%	Mundane horse racing sim
G-Darius	1-2	●						●	39	88%	Hair-raising shoot-'em-ups don't come much better.
G-Police	1	●						●	27	84%	Atmospheric, pulse-raising 3-D arcade thrills!
G-Police 2	1	●						●	52	92%	Improves on the original in every way
Galaxian 3*	1-4	●	●			●			10	69%	Repetitive and confusing shooter
Gex	1	●							06	76%	Wretched 3DO platformer with dumb lizard.
Gex 3-D: Enter the Gecko	1	●						●	33	89%	Good in its day, but you'll soon get tired of it!
Gex: Deep Cover Gecko	1	●						●	47	82%	More of the same, and still boring!
Ghost In The Shell	1	●							34	73%	Nice package, but strictly for Mangaphiles!
Global Domination	1	●							46	63%	Too complicated to be fun.
Goal Storm*	1-2	●							01	69%	Disappointingly slow, fails to score...
Goo Goo Soundy*	1-2	●			●			●	55	35%	Utterly disturbing Bust A Groove clone
Granstream Saga, The*	1	●							38	76%	Absorbing, but a bit on the easy side.
Gran Turismo	1-2	●			●		●	●	31	97%	The best racing game ever made!
Gran Turismo 2	1-2	●			●		●	●	59	92%	Another generation of racing paradise!
Grand Theft Auto	1	●							30	88%	Criminally addictive road rage!
Grand Theft Auto: London	1	●						●	49	69%	A bit Turkish delight!
Grand Theft Auto 2	1	●						●	56	79%	A surprisingly playable sequel!
Grid Run	1-2	●	●		●				15	53%	Banal maze game with few rewards
Guardian's Crusade	1	●						●	50	40%	Tired and very boring adventure game.
Guilty Gear*	1-2	●							38	43%	Extravagant fighter, undone by its own effects.
Guitar Freaks*	1-2	●			●			●	55	85%	Get the guitar peripheral and this rocks!
Gunbarl*	1-2	●					●		40	83%	Addictive shooting sequel to Point Blank.
Gun Bullet*	1-2	●					●		26	85%	A real blast for one or two players..
Gungage*	1	●						●	54	59%	Pretty, but repetitive old-school shoot-'em-up.
Gunship	1	●							08	68%	Has not stood the test of time well.
Hard Boiled	1	●							25	29%	A disastrously wasted licence...
Hardcore 4X4	1-2	●		●		●			15	81%	Hellish and repetitive off-road action.
Hard Edge	1	●						●	48	83%	Provides a few new twists to the genre.
Heart Of Darkness	1	●							38	81%	Very playable, but short-lived platform puzzler.
Hebereke's Popitto	1-2	●							02	43%	Why bother with this when Puzzle Fighter exists?
Herc's Adventures*	1-2	●							25	70%	Cute-looking run-of-the-mill adventure.
Hercules*	1	●							24	63%	Sweet and innocent, but simple and dull.
Hermie Hopperhead*	1	●							02	53%	Worthless cartoon platform banality.
Hexen	1	●							21	35%	One of the PSX's worst ever games!
Hi-Octane	1-2	●			●				03	80%	Reasonable Bullfrog racer.
Horned Owl*	1-2	●					●		05	73%	Poor excuse for a light gun game.
Hyper Tennis	1-4	●	●						11	78%	Utterly pointless tennis sim. There are better.
Impact Racing	1-2	●		●					05	54%	Good back then, now utter tripe!
Incredible Hulk, The	1	●							17	45%	Nothing 'incredible' about it. Poor.
Independence Day*	1-2	●		●	●				21	47%	Wretched film-inspired nonsense!
International Moto X*	1-2	●		●					21	77%	Moderate motorbike racer
Int Superstar Soccer Deluxe	1-4	●	●						17	83%	16-bit footie conversion, no frills.
Int Superstar Soccer Pro	1-2	●							22	84%	Sharp, tight and accomplished football.
ISS Pro '98*	1-2	●							38	92%	Nearly as good as the N64 version. Brilliant!
ISS Pro Evolution	1-4	●	●					●	55	97%	Quite simply the greatest footie game ever made!
Int Track & Field	1-4	●	●						09	85%	Superb multi-player sports special!
Int Track & Field 2	1-4	●	●					●	59	90%	Better than the first with a wider variety of events!
Iznogoud	1								33	34%	An exceptionally bad platformer.
Jade Cocoon	1	●						●	54	86%	A stunning, if simple, adventure game.
Jeremy McGrath Super Cross '98	1-2	●			●				37	70%	Plenty of options, but not as good as Moto Racer.
Jersey Devil	1	●						●	30	83%	Devilish gameplay, well worth a look!
Jet Rider	1-2	●							18	85%	Super-fast jetbikes, poor graphics.
Jet Rider 2*	1-2	●			●			●	31	78%	Fun, but essentially more of the same.
Jet Rider 3	1-2	●			●			●	58	53%	Puke-evoking and terribly ugly!
Johnny Bazookatone	1	●							04	71%	He's supposed to be cool. He's not.
Jo Jo's Bizaare Adventure*	1-2	●						●	57	70%	An extremely odd beat 'em up!
Jonah Lomu Rugby	1-2	●	●						20	86%	Accurate and enjoyable rugby sim
Judge Dredd	1-2	●					●		28	62%	Fantastic licence, disappointing game
Jumping Flash	1	●							01	87%	Highly imaginative first-person platformer.
Jumping Flash 2*	1	●							08	86%	Psychedelic sequel to the above (only better).
Jurassic Park: Warpath	1-2	●						●	58	62%	A daft idea and a wretched game ..
Kensei: Sacred Fist	1-2	●						●	49	74%	An average fighting game.
Kick-Off '97	1-2	●							25	68%	Doesn't do the name justice!

DVD SPY

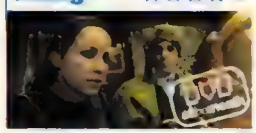
HOME cinema choice

Here we take a peek at the biggest DVD releases every month, home and abroad. No player? Why not build up a collection ready to watch on your PlayStation2?

Mystery Men

Love or hate the movie (Hank Azaria should've stayed at home) this is a top disc. You've got trailers, you've got behind-the-scenes bits and you've got superb outtakes. Only in America. (R1)

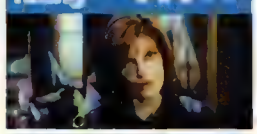
rating ★★★★½



Thomas Crown Affair

Despite Pierce's dependably [illegible] and Rene's [illegible] appearance, TCA is [illegible]. Widescreen and [illegible]ons are included, with minimal [illegible]

rating ★★★



13th Warrior

We can't be won over by [illegible] 16:9 enhanced picture and [illegible]. McTiernan's worst moment is a dull vehicle for bored housewives to view Banderas' mug. (R1)

rating ★

Cube

Not [illegible] the [illegible] cheesy [illegible] Cronenberg [illegible] on the [illegible] but [illegible] Cube is a [illegible] off to the [illegible]

rating ★★★★½

Tarzan

One of Disney's best, Tarzan is worth watching if only for the breathtaking Deep Canvas shots. Many brilliant extras fill out the disc too, with games for the kids and a sneak peek of Dinosaur. (R1)

rating ★★★★

From Dusk Till Dawn 3

You probably haven't [illegible] FDTD2 yet, but th[illegible] in the US. Tarantino [illegible] tenuou[illegible] worst films you could ever hope to buy. Avoid at all costs. (R1)

rating ★

DVD Review issue ten is on sale now priced £3.95

HARDWARE

The very best peripherals and extensions for your trusty PlayStation.

TOP 5 joypads

01	**DUAL SHOCK**	SCEE
	Still the best pad available.	
02	Viper	BLAZE
03	Analogue+	JOYTECH
04	Dual Impact	NU-GEN
05	Shocknammer	THRUSTMASTER

TOP 5 lightguns

01	**ASSASSIN**	NU-GEN
	Closest to murder this side of the law...	
02	Scorpion	BLAZE
03	G Con 45	SCEE
04	Eraser	BLAZE
05	Pump Action	ACCESS LINE

TOP 5 joysticks

01	**PRO SHOCK**	BLAZE
	Easy on the eye responsive to the touch.	
02	Dominator	LOGIC 3
03	EagleMax	ACT LABS
04	Arcade Stick	NAMCO
05	PS Arcade	INTERACT

TOP 5 wheels

01	**TOP GEAR**	LOGIC 3
	Still the best wheel we've used	
02	Dual Force	GAMESTER
03	Jordan GP V2	JOYTECH
04	Racing System	ACT LABS
05	V3 Racing Wheel	INTERACT

TRIVIA corner

1. What region was Capcom's setting for **Dino Crisis**?
2. What is the name of the cheeky cowgirl in **Toy Story 2**?
3. What is the name of the STARS member who dies at the hands of the Nemesis in **Resident Evil 3**?
4. In **Metal Gear Solid** how apart from using the thermal goggles, can Snake see the laser trip wires?
5. What is the name of the main character in **Medal Of Honour**?

The answers are at the bottom of page 124.

GAMETITLE														issue	SCORE	WESAY...
Kick-Off World	1-4	●	●											36	77%	*An average game replete with great options.*
Kileak The Blood	1	●												01	57%	*Sparse Doom clone that lacks any kind of thrill.*
Kileak The Blood 2	1	●												05	65%	*The same only with a '2' at the end.*
Killer Loop	1-2	●											●	54	68%	*An enjoyable alternative to* Wipeout.
Killing Zone*	1-2													08	57%	*Contemptable beat-'em-up. Avoid.*
King Bowling	1-4	●												02	37%	*Uninspiring cartoon bowling sim. Duff.*
King's Field	1	●												06	61%	*Long-lasting RPG, looks crap though.*
Kingsley's Adventures	1	●											●	53	60%	*Uneventful kids-orientated platformer.*
King Of Fighters '95*	1-2	●												11	62%	*Utterly pointless 2-D beat-'em-up!*
King Of Fighters '96*	1-2	●												24	59%	*Rips off every fighting game. Still crap though.*
KKND Krossfire	1-2	●				●	●						●	48	83%	*Hugely enjoyable C&C clone.*
Klonoa: Door to Phantomile*	1	●												30	83%	*Fast and loveable Japanese platformer.*
Knockout Kings	1-2	●											●	43	80%	*Pound the greatest boxers of all time. Ace!*
Knockout Kings 2000	1-2	●											●	56	84%	*Better and more accessible than the original.*
Konami Antiques Vol. 1	1-2	●												31	58%	*Varied, but dogged with too much rubbish!*
Krazy Ivan	1	●												04	61%	*Good when it came out, but it has dated badly.*
Kula World	1-2	●												35	83%	*Innovative puzzle fun with balls!*
Kurushi	1	●												27	88%	*Ultra high quality puzzler.*
Kurushi Final	1-2	●				●							●	54	90%	*Criminally addictive like* Tetris, *only more clever!*
Last Report, The	1	●												33	27%	*An utterly awful, unrewarding point and click!*
Legend	1-2	●												41	79%	*Hack 'n' Slash as it used to be.*
Legend Of Kartia	1-2	●												51	43%	*Too linear, too boring, too Japanese...*
Lemmings (Oh No...)	1-2	●												43	81%	*Re-released mind-bending puzzler!*
Le Mans 24 Hours	1-2	●				●		●					●	58	80%	*Decent enough endurance racer...*
Libero Grande	1-2	●				●							●	42	67%	*Interesting footie sim, but confusing to follow!*
Lifeforce Tenka	1	●												20	86%	*Grisly polygonal* Doom *clone – flashy.*
Little Big Adventure	1	●												19	83%	*Outstanding graphical adventure!*
Livewire	1-2	●				●							●	46	63%	*Fast and furious 3-D, but awkward to play.*
LMA Manager	1-2	●											●	55	94%	*The best football management game, ever!*
Lomax in Lemmingland	1													14	70%	*Dull as dishwater platform game.*
Lone Soldier	1	●												02	43%	*Overrated Rambo rubbish!*
Lord Of Fist*	1-4	●											●	57	73%	*A decent enough four-player fighting game.*
Lost Vikings 2, The	1-2													23	72%	*Playable platform strategy. Looks old though.*
Lost World, The	1	●												25	79%	*Stunning-looking platformer, but shallow.*
Lunar Silver Star*	1	●											●	51	67%	*Nothing new, but an engrossing RPG...*
MDK	1	●												27	90%	*Brilliantly conceived 3-D shooter.*
Machine Hunter	1-2					●								22	72%	*Decent* Paradroid*-inspired shooter.*
Madden '97	1-4	●	●											12	81%	*Solid and playable US football sim.*
Madden '98	1-8	●	●											29	82%	*A fine, albeit rough-looking Gridiron game.*
Madden NFL '99	1-8	●	●										●	39	89%	*The best NFL game on the PlayStation.*
Marvel Super Heroes*	1-2	●												30	87%	*A highly playable beat-'em-up.*

INTERNET ZONE Getting Wired

The best Internet sites on the Web reviewed and rated.

Best Videogame Site

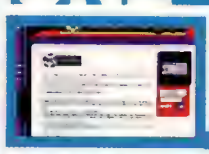
bookmark

Capcom

Throughout Capcom's highly successful range of one of the world's leading developers of videogames, it has literally got a first class, flashy website. Capcom's website is full of information, you can learn about recent releases and forthcoming events, and peruse the extensive catalogue of Capcom games that have been released over the years. It's all here on Capcom's home page, which is a fairly simple affair, with a menu bar at the bottom of the screen giving you access to all of Capcom's information. Each section is very well laid out, with a nice combination of text and graphics. Although there is a lot of information to read, it is presented in such a way that it is very easy to find what you're looking for. The graphics are also very good, with a nice use of colour and animation. Overall, this is a very good website, and it is a great way to learn about Capcom's games and their history.

rating ★★★★

Three in-depth sites for the price of one!



Best Non-Videogame Site

bookmark
www.carlingnet.com

FA Carling Premieship

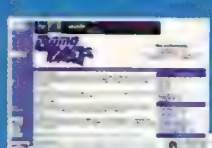
If you are an avid supporter of one of the 20 greatest football teams in the country at present, then this should be a regular stopping point for all the latest news, results and competitions. The FA Carling Premiership is one of the most well-respected leagues in the world, and this site reflects this.

Updated on a daily basis, Carlingnet is packed full of stuff to keep football fans appeased and those results come flooding in. For starters you can join the special Club Carling members area and make your views heard about how the site should develop in order to reflect the passions of the average footballer.

Some areas are in urgent need of attention, not least the Premier team list that you select your favourite club from when inputting the Club Carling data (sorry for the wait, the Knights Bridge arm was still in it). But minor niggles aside, this is a very well presented site and a handy reference point when Saturday comes. It could perhaps do with some menus full of content to download and talk about though.

rating ★★★

Football crazy? Then access this site!



Best Cheats & Tips Site

bookmark

Game FAQs

Like the existing Missing Cat Food Bowls, this site is nothing to write about. But many, many people will be very glad it exists. Gaming gods, GameFAQs is one of the best places on the Internet to get help with your videogame problems. Whether you're stuck on a level in a game, or you're looking for a cheat to help you complete your game, GameFAQs is the place to go. The site is split into a number of sections, allowing you to quickly find the information you're looking for. There are sections for each of the major videogame systems, including the PlayStation, and there are also sections for each of the major videogame genres, such as RPGs, platformers, and shoot 'em ups. There are also sections for each of the major videogame companies, such as Capcom, Konami, and Square. There are also sections for each of the major videogame characters, such as Mario, Sonic, and Lara Croft. There are also sections for each of the major videogame consoles, such as the PlayStation, the Nintendo 64, and the Dreamcast. There are also sections for each of the major videogame handhelds, such as the Game Boy, the Game Boy Color, and the Game Boy Advance. There are also sections for each of the major videogame arcade machines, such as the Street Fighter II machine, the Mortal Kombat machine, and the Tekken machine. There are also sections for each of the major videogame pinball machines, such as the Addams Family machine, the Medieval Madness machine, and the Attack From Mars machine. There are also sections for each of the major videogame slot machines, such as the Wheel of Fortune machine, the Jeopardy machine, and the Family Feud machine. There are also sections for each of the major videogame trivia machines, such as the Trivial Pursuit machine, the Buzztime machine, and the You Don't Know Jack machine. There are also sections for each of the major videogame karaoke machines, such as the Karaoke Revolution machine, the SingStar machine, and the Karaoke Stage machine. There are also sections for each of the major videogame dance machines, such as the Dance Dance Revolution machine, the In The Groove machine, and the Pump It Up machine. There are also sections for each of the major videogame rhythm machines, such as the Beatmania machine, the Guitar Freaks machine, and the Drummania machine. There are also sections for each of the major videogame fighting machines, such as the Street Fighter II machine, the Mortal Kombat machine, and the Tekken machine. There are also sections for each of the major videogame shooting machines, such as the Time Crisis machine, the House of the Dead machine, and the Point Blank machine. There are also sections for each of the major videogame racing machines, such as the Ridge Racer machine, the Daytona USA machine, and the Sega Rally machine. There are also sections for each of the major videogame sports machines, such as the NBA Jam machine, the NFL Blitz machine, and the Virtua Striker machine. There are also sections for each of the major videogame puzzle machines, such as the Tetris machine, the Puyo Puyo machine, and the Bust-A-Move machine. There are also sections for each of the major videogame platform machines, such as the Super Mario Bros machine, the Sonic the Hedgehog machine, and the Donkey Kong machine. There are also sections for each of the major videogame adventure machines, such as the Myst machine, the Riven machine, and the Exile machine. There are also sections for each of the major videogame RPG machines, such as the Final Fantasy machine, the Dragon Quest machine, and the Phantasy Star machine. There are also sections for each of the major videogame strategy machines, such as the Civilization machine, the Sim City machine, and the Theme Park machine. There are also sections for each of the major videogame simulation machines, such as the Flight Simulator machine, the Train Simulator machine, and the Ship Simulator machine. There are also sections for each of the major videogame educational machines, such as the Reader Rabbit machine, the Math Blaster machine, and the Typing Tutor machine. There are also sections for each of the major videogame miscellaneous machines, such as the Pong machine, the Asteroids machine, and the Space Invaders machine.

rating ★★★★

An invaluable source of cheats & tips.

GAMETITLE										issue	SCORE	WESAY...
Marvel Vs Capcom	1-2	●							●	59	83%	Milking it or loving it? The latter, but only just.
Marvel Vs StreetFighter*	1-2	●							●	48	84%	Nice looking, but the gameplay runs away from you.
Magic Carpet	1	●								06	57%	Badly dated by today's standards.
Mass Destruction*	1	●								30	80%	Enjoyable, destructive tank romp...
Max Power Racing	1-2	●			●		●		●	45	75%	Introduces some nice new touches, but still..
Maximum Force	1-2							●		32	37%	Pales into insignificance beside Time Crisis!
Mechwarrior 2	1	●								19	81%	Top class big robot shoot-'em-up!
Medal of Honour	1-2	●			●				●	57	95%	A deeply engrossing GoldenEye clone. Brilliant.
Medievil	1	●							●	40	86%	Death has never looked so appealing.
Mega Man 8*	1	●								21	82%	Playable and colourful, but ultimately shallow.
Men In Black	1	●								37	35%	Painfully unplayable movie tie-in.
Metal Gear Solid	1	●							●	42	97%	The best PlayStation game ever released!
MGS: Special Missions	1	●							●	54	92%	The perfect compliment to the greatest game ever!
Metal Slug*	1-2	●								26	74%	Top maiming action, but not enough of it.
Michael Owen's WLS '99	1-4	●	●						●	43	88%	A good game, spoilt by the presence of bugs.
Mickey's Wild Adventure	1									12	79%	Standard cartoon platformer. Yawn!
Micro Machines V3	1-8	●	●							19	92%	Blistering racing game. Fantastic!
Midnight Run	1	●								31	60%	Hum-drum racer with short-term appeal.
Millennium Soldier Expendable	1-2	●							●	56	79%	Explosive shooting action, but very shallow...
Mission Impossible	1	●							●	55	70%	Dire graphics mask compelling gameplay!
Monaco GP	1-4	●								48	88%	A surprisingly accomplished racing game!
Monkey Hero	1-4	●								45	75%	An above average Zelda clone.
Monopoly	1-4	●	●			●				28	75%	A fun and faithful conversion of the original
Monster Rancher*	1-2	●								37	68%	Short-lived virtual pet novelty.
Monster Trucks	1	●								18	74%	Competent, but dull off-roader.
Mortal Kombat 3	1-2	●								01	81%	Don't buy this, get MK Trilogy instead.
Mortal Kombat 4	1-2	●							●	38	87%	Homocidal battery at its best.
MK Mythologies	1	●								29	71%	Blood-soaked, but mundane platformer.
Mortal Kombat Trilogy	1-2									14	92%	Gory orgy of 16-bit gameplay. Not bad.
Moto Racer	1-2	●							●	26	86%	A seat-of-the-pants roller coaster ride.
Moto Racer 2	1-2	●			●				●	40	87%	A superb sequel that's huge entertainment.
Motorhead	1-2	●			●				●	34	79%	A turbo-charged, albeit short-lived racer.
Motor Toon GP 2*	1-2	●		●			●			10	79%	Highly playable cartoon racer.
Mr Domino	1	●								37	72%	Original, but lacks a lasting challenge.
MTV Snowboarding	1-2	●		●					●	56	85%	Trick combo heaven, but a tad glitchy.
Music	1	●								41	90%	A fantastic music-making package.
Music 2000	1-4	●	●						●	56	92%	Infinitely better than the last, this is perfection!
Myst	1	●								07	68%	Lost in a fog of monotony!
N2O	1-2	●			●				●	37	70%	Frantic shooter, but gets very repetitive.
Nagano Winter Olympics*	1-4	●	●	●					●	31	83%	Excellent multi-player winter challenge.
Namco Encore*	1	●								29	79%	Catching up fast – best: Rolling Thunder.
Namco Museum 1*	1-2	●								04	70%	Retro collection – best: Pac-Man and Galaga.
Namco Museum 2*	1-2	●								06	70%	Worse than Vol 1 – best: Xevious.
Namco Museum 3*	1-2	●								13	73%	Decent retro fix – best: Pole Position II.
Namco Museum 4	1-2	●								23	79%	Some cool games – best: Pac-Land.
Nanotek Warrior*	1									22	76%	Tired shoot-'em-up set at molecular level.
Nascar Racing '96	1	●					●			15	80%	Comprehensive racing simulation – a bit jerky.
Nascar Racing '98	1-2	●			●		●		●	28	82%	The complete Nascar package.
Nascar Racing 2000	1-2	●			●		●		●	56	35%	A mundane game of a very uninteresting sport.
NBA Basketball (Fox Sports)	1-4	●							●	56	75%	Nicely presented and enjoyable basketball sim.
NBA Hang Time	1-4	●	●							31	60%	Slightly dated arcade basketball...
NBA In The Zone	1-2	●								05	79%	Solid sports sim, not as good as Total NBA.
NBA Jam Extreme	1-2	●								15	79%	Over-exaggerated arcade port-over. Numb.
NBA Jam:TE	1-4	●	●							01	77%	Two-on-two multiplayer mayhem. Good fun.
NBA Live '96	1-4	●								07	82%	Stale and lifeless basketball sim. Not much cop.
NBA Live '97	1-8	●	●							16	89%	All the latest stats and players – better engine.
NBA Live '99	1-8	●	●						●	43	83%	More impressive basketball antics!
NBA Pro '98	1-8	●	●							33	78%	Good, but not as good as the competition.
NBA Pro '99	1-8	●	●						●	51	83%	Very similar to the previous Pros, but still good.
Need For Speed, The	1-2	●		●	●		●			06	84%	Classic supercar OTT racing. Superb link-up!
Need For Speed 2, The	1-2	●			●		●			21	85%	Rough looking, but actually more fun – long-term.
Need For Speed 3, The	1-2	●			●		●		●	33	87%	Blindingly fast, but without some of the magic.
Need For Speed: RC	1-2	●			●		●		●	48	83%	The genre's starting to look crusty round the edges!
Newman Haas Racing	1-2	●			●		●		●	48	74%	Very similar to F1 '97, which is better.
NFL Blitz	1-2	●							●	42	87%	A serious Madden contender!
NFL Game Day	1-2	●								04	73%	American football – who cares?
NFL Xtreme	1-2	●							●	41	61%	There's nothing Xtreme about it.
NHL '97	1-8	●	●							15	86%	Intense ice hockey action – smooth and fast.
NHL '98	1-8	●								27	71%	Cool graphics, slushy gameplay.
NHL '99	1-8	●							●	41	81%	Smooth, hard, fast and very cool

COIN OPS

ARCADE videoGames

Since their beginnings, arcade games have become increasingly embarrassing to play. We tested the top red-faced wonder boxes.

Aqua Jet

rating ★★★★

Alpine Racer 2

Arse. No, really, arse. Alpine Racer must have been constructed purely to

rating ★★★

Rapid River

rating ★★★

Final Furlong

It takes guts just to climb on one of these. Only a brave man or a fool would once you start the game that you

rating ★★★★

Magic Teapot

public ridicule. Pier horror.

rating ★★★★★

GAME HERO

RE3 How to get more time

Instant expert status guaranteed with our top secret cheats and guides to some of the trickiest gaming hazards...

Reviewed P a g e 5 1

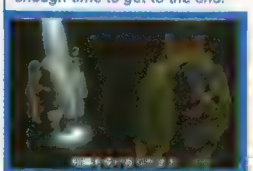
01 *This little tip is to get more time and money bonuses in the Resident Evil 3: Nemesis sub-game, The Mercenaries. Load-up and pay attention...*

02 *Work your way back to the warehouse save room, killing as many baddies and rescuing as many cowering hostages as you can along the way.*

03 *When you get to this alley which is patrolled by three rabid dogs, kill two of them and then climb up onto the nearby crate. Now this is the running part.*

04 *The remaining dog will keep running at the crate making the occasional lunge at you. When it does, keep hitting the R1 button to do the evasive move.*

05 *Every time you evade the dog, you will get bonus seconds for combos. These will mount up, so keep doing it until you have got enough time to get to the end.*



06 *With time saved, and a good rank assured, you'll be able to save vast amounts of money in no time. Now feel free to shop for new weapons and suchlike!*

GAMETITLE											ISSUE	SCORE	WESAY...
NHL Face Off	1-2	●									04	78%	Admirable attempt, but a bit cumbersome
NHL Face Off '98	1-8	●	●							●	32	80%	Better than the last.
NHL Face Off 2000	1-8	●	●							●	58	30%	Not good, not good at all...
NHL Open Ice	1-4	●	●								32	40%	Outdated and obsolete hockey for £40!
Nightmare Creatures	1	●								●	27	86%	A fantastic, full on splatter flick!
Ninja: Shadow Of Darkness	1	●									39	78%	Looks good, but gets repetitive too soon.
No Fear Downhill MB Racing	1-2	●			●					●	55	69%	Fast and furious, but nothing too exciting
Note, The	1	●									28	72%	Above average first-person adventure.
Novastorm	1	●									01	38%	Rubbish FMV-spooled shoot-'em-up arse!
Nuclear Strike	1	●									26	88%	Better looking and bigger than Soviet Strike.
ODT	1	●								●	42	89%	Masterful, unforgiving mutant mayhem!
Off World Interceptor	1-2	●			●						02	77%	Jerky 3-D buggy battling disgrace. Avoid.
Olympic Games	1-8	●	●								09	82%	Utterly fantastic multiplayer game.
Olympic Soccer	1-2	●									09	84%	Highly playable footie game, but with basic graphics.
Omega Boost*	1	●								●	50	83%	An excellent game, but far too short.
One	1	●									30	86%	One of the most destructive game ever!
Onside Soccer	1-2	●									12	76%	Uninspiring footie with management aspects.
Overblood	1	●									22	86%	Atmospheric, innovative 3-D space adventure.
Overboard	1-5	●	●							●	27	75%	Fun fuelled ship combat game.
Pac-Man World	1	●								●	55	84%	He's Pac, and loving it!
Pandemonium	1										15	84%	Enjoyable platform game, but too restrictive.
Pandemonium 2	1	●									28	72%	Linear, but lovely-looking platformer.
Panzer General	1-2	●				●					05	73%	Strategy war game for dedicated anoraks.
PaRappa the Rapper	1	●									24	87%	Tap the buttons, sing the rhyme. Brilliant!
Parasite Eve*	1	●								●	41	89%	Slick and disgusting horror adventure!
Peak Performance*	1-2	●			●		●				21	85%	Blistering 28-car joyriding – a great laugh!
Perfect Performer*	1-2	●			●					●	56	74%	Play any instrument in a band – great fun!
Perfect Weapon	1	●									19	65%	Slothful 3-D adventure, lacking visual flair.
Pet In TV	1	●									40	77%	The best virtual pet in the land!
PGA Tour '96	1-8	●									02	86%	Well, it's golf innit. Buy the updated version.
PGA Tour '97	1-4	●									13	81%	Extremely able golfing sim. It's got the lot.
PGA Tour '98	1-4	●	●								28	63%	Best-looking golf, yet hampered gameplay.
Phat Air Extreme Snowboarding	1-2	●			●						35	22%	Very shoddy game in a saturated market.
Philosoma	1	●									02	85%	Great looking shoot-'em-up, but badly dated
Pitball	1-4	●	●								15	66%	Rough and confusing futuristic sports.
Pitfall: Beyond the Jungle	1	●									33	70%	An above average 3-D platform romp.
Player Manager	1-2	●				●					14	74%	Banal management game. No frills and slow.
Pocket Fighter*	1-2	●									38	84%	Rehashed formula, but still immensely satisfying
PO'ed	1										07	87%	Scrappy Doom clone, meant to be humourus
Point Blank	1-2	●							●		36	90%	Addictive gun fun... and it's legal.
Point Blank 2	1-2	●							●		52	80%	You like Point Blank? You'll like this!

GAME OVER Resident Evil 3 Nemesis played out

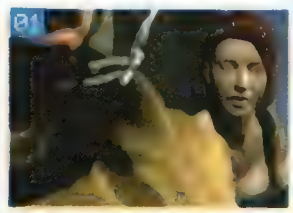
We show you the ending in case you haven't managed...

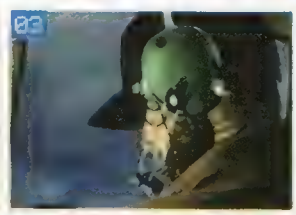
100% Complete

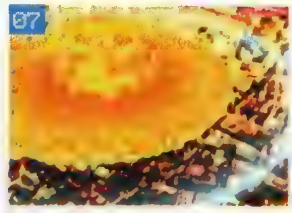
Flattening Raccoon

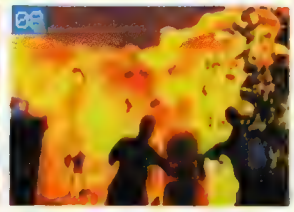
To complete all of *Resident Evil 3: Nemesis*, you should get a special 'S' ranking, complete the game over eight times to unlock all of the Epilogues, and have the stars on the memory card screen to show that you have obtained all of the rewards. No easy feat!

For your troubles, you will be awarded with the Boutique Key and all five of Jill's hidden costumes, the Mercenaries sub-game and three extra weapons (Machine gun, Gatling-gun and Rocket Launcher) each with infinite ammo to use in the main game. If you haven't already got an 'S' ranking, you should be able to now!









Victory Parade

There are two different endings in this game, although they don't vary too greatly. To get the good ending showing Jill and Carlos being rescued by Barry Burton, you must opt to dive off of the bridge when you meet the Nemesis before entering the disused plant. You can also choose to blow Nikolai's chopper out of the sky!

Resident Evil 3: Nemesis was reviewed in PLAY 58... Check out our back issues page for details.

Trivia answers: 1. Ibis Island 2. Jesse 3. Brad Vickers 4. Cigarette smoke 5. Jimmy Patterson

GAMETITLE										issue	SCORE	WESAY...
Pool Hustler	1-2	●							●	44	83%	Very playable, but not as authentic as Pool Shark.
Pool Shark	1-8	●	●			●			●	42	85%	The most realistic pool simulation on any format!
Pop 'n' Tanks*	1-2	●			●				●	54	80%	Enjoyable cutesy tank destruction!
Populous : the Beginning	1	●							●	46	70%	An excellent game, marred by slowdown.
Porsche Challenge	1-2	●			●		●		●	20	82%	Superb looking, technically brilliant. Too slow
Powerful Baseball*	1-4	●							●	54	60%	Light-hearted multiplayer ball-hitting action!
Power Instinct 2*	1-2	●								03	52%	Cheap and nasty beat-'em-up – stay well clear.
Powermove Pro Wrestling	1-2	●								16	51%	Men in tights, absolutely awful game.
Powerplay Hockey '97	1-4	●	●							08	82%	Yet another hockey game, actually quite good.
Power Soccer 2	1-4	●	●						●	29	63%	Basically, not much fun at all!
Poy Poy	1-4	●	●							33	84%	Original and odd multiplayer shenanigans!
Poy Poy 2	1-4	●	●							46	69%	Been there, done it, quite liked it.
Premier Manager '98	1-4	●				●			●	36	76%	A decent game, but far too shallow.
Premier Manager '99	1-4	●				●			●	45	78%	Slightly improved, but not different enough.
Primal Rage	1-2	●								04	41%	Claymation-based beat-'em-up. Poor now.
Prime Goal EX*	1-2	●								02	62%	Very average sprite based footie sim.
Pro 18 World Tour Golf	1-8	●	●						●	45	34%	Snottier than a double bogey. Avoid.
Pro Pinball: Race USA	1-2	●		●						45	80%	Decent enough, but not as good as the others!
Pro Pinball: The Web	1-2	●								10	79%	Great, addictive fun, but a bit dated now.
NEW Pro Pinball: Timeshock	1-2	●								34	90%	The best pinball game available for PlayStation.
Project Overkill	1	●								13	89%	Violent, bloody, but repetitive and no two-player!
Psybadek	1	●							●	42	52%	Bug-riddled hover-boarding boredom...
Psychic Detective	1	●								06	61%	Wholly FMV erotic fantasy. Utter tosh.
Psychic Force	1-2									21	73%	Unusual floating beat-'em-up. Nothing special
Puma Street Soccer	1-8	●	●						●	48	61%	Too limited for mass market appeal.
PunchiCarat	1-2	●			●				●	53	66%	Enjoyable, but limited Arkanoid clone.
Puyo Puyo 4*	1-2	●			●				●	59	87%	Still as addictive as ever!
Puyo Puyo Sun*	1-2	●			●					31	87%	Hugely addictive party fun!
Q*Bert	1	●							●	58	53%	Has no place in modern software!
NEW Quake II	1-4	●	●		●	●			●	55	98%	A truly stunning accomplishment. Amazing!
Quarterback Club '96	1-8	●	●							04	80%	Yet again, who cares?
NEW R-Type Delta*	1	●							●	43	90%	Pure adrenaline-pumping shooting perfection!
Raiden Project, The	1-2	●								01	68%	Dazzling, but ultimately weak shoot-'em-up.
NEW Rage Racer	1	●					●			16	90%	Super fast, varied, playable racer
Raging Skies	1-2	●		●			●			12	73%	Adequate flight shoot-'em-up, but linkable!
Rainbow Six	1	●							●	54	68%	Nice and complex, but nowhere near slick enough...
Rally Cross*	1-4	●	●		●		●		●	19	89%	First class off-road antics. Two and four-player!
Rally Cross 2	1-2	●	●		●		●		●	45	83%	A bit of a rough looker, but it plays well enough.
Rampage World Tour	1-3		●							29	77%	Flawed in places, but enjoyable.
Rampage 2: Universal Tour	1-3	●	●						●	49	57%	Don't expect the Earth to move...
Rapid Racer	1-2	●			●		●		●	26	87%	Powerful and glossy, but repetitive.
Rapid Reload	1	●								01	71%	Cutesy side-on cartoon shoot-'em-up. Dated.
Rascal	1	●							●	33	77%	Accomplished platformer, good for the kids!
Rat Attack	1-4	●							●	54	65%	Complicated and fast, fun if you can last!
Rayman	1	●								01	87%	Colourful platform game, now looking tired.
Ray Storm*	1-2									19	75%	Overwhelming two-player space shoot-'em-up.
Ray Tracers	1	●								23	74%	Super fast Chase HQ-style racer. A bit basic
Ready 2 Rumble	1-2	●							●	59	80%	If you enjoy a lighter form of GBH, check it out....
Rebel Assault 2*	1	●								18	60%	Star Wars shoot-'em-up. Boring and repetitive.
Reboot	1	●							●	33	68%	Easy on the eye, short-term fun.
NEW Resident Evil	1	●								08	95%	Gothic horror adventure – recommended!
Resident Evil: Director's Cut*	1	●								27	83%	Not worth getting if you already own the original.
NEW Resident Evil 2*	1	●								32	96%	A truly spectacular sequel and utterly terrifying!
NEW Resident Evil 3: Nemesis*	1	●							●	55	90%	Removed as a sequel, but more action-packed!
Retro Force	1-2	●			●				●	46	43%	Don't even go there! A really bad shoot-'em-up.
Return Fire	1-2	●			●					07	84%	Average 3DO split screen army romp.
Re-Volt	1-2	●			●				●	53	64%	Messy and quite unplayable in places.
Revolution X	1-2							●		08	40%	Dire Aerosmith mouse shoot-'em-up. Bad.
Ricky Carmichael's Motocross	1-2	●		●					●	56	65%	A must for enthusiasts, but otherwise tiresome.
Ridge Racer	1	●					●			01	75%	Launch game, now looking very sad indeed.
Ridge Racer Revolution	1-2	●		●			●			04	84%	A better game, with link-up and nicer cars.
NEW Ridge Racer Type 4	1-4	●		●	●		●		●	47	92%	Frighteningly fast arcade racing game.
Riot	1-2	●								18	72%	Moribund futuristic sports – like Rollerball.
Rise 2: Resurrection	1-2	●								05	88%	Hideous robot beat-'em-up. A bad date.
Risk	1-4	●	●		●					29	35%	Boardgame – there's no contest
Rival Schools	1-8	●							●	44	89%	Not as fast and fluid as the Japanese version.
Rival Schools 2*	1-8	●							●	52	78%	Fast-paced but hollow school scrapping.
Roadsters	1-2	●			●		●		●	56	80%	Fast and furious arcade racing, but lacking depth.
Road Rage	1-2	●					●			17	24%	Detestable and trashy shoe-box sim. Ugh!
Road Rash	1-2	●								05	75%	Dodgy visuals, but fast and fun. Now cheap.

WANT LIST

HOTTEST incoming

The very best games we're most looking forward to receiving here at PLAY. In no particular order, here goes our wish list for the year in PlayStation.

Resident Evil Survivor

rating ★★★★

Jedi Power Battles

The Force is strong in this one! After the mediocrity of The Phantom Menace, LucasArts is set to bounce back with with this scrolling beat-'em-up packed full of action. Apparently, it is going to be like Super Star Wars. Bonus!

rating ★★★★

EXPECTED RELEASE DATE April

Time Crisis:

rating ★★★★

TOCA WTC

The big question is do we really need another racing game after GT2? With Codemasters' eye for quality and previous successful driving sims though, this is sure to be nothing short of a motoring marvel. Full preview soon!

rating ★★★★

EXPECTED RELEASE DATE

Parasite Eve 2

rating ★★★★

GAME HERO

REAL LIFE

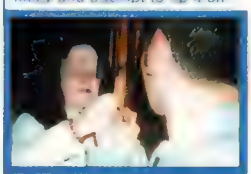
Avoid a stalker... the Ben Lawrence way*!

Instant expert status guaranteed with our top secret cheats and guides to some of the trickiest gaming hazards... Employed?

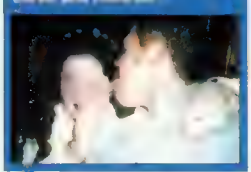
01 First of all, know your enemy. If there is a person or persons causing you unnecessary suffering or grief, then you must nip it in the bud pronto!

02 For God's sake don't let them stalk your streets or your home. If worse and all else fails, you have to beat a stalker at their own game so that they know who's boss!

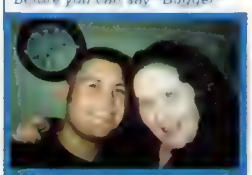
03 Try the less subtle approach and flick them the finger. This will either drive them away in disgust or, in Ben's case, make them turn nasty and attempt to rip it off.



04 If the finger doesn't work, try showing your soft, gentle side. If they think you are mean, and moody, they may get bored and move on.



05 But then again, the above could have the reverse affect and they'll start declaring undying love and have you up at the altar before you can say "Bugger!"



06 If all else fails, get a male friend to pose as your new boyfriend. Tell them how long you've been going out and how much they love you. Then say "What? Didn't you know?"

GAMETITLE											ISSUE	SCORE	WESAY...
Road Rash 3-D	1	●									36	76%	Disappointing sequel with no guts.
Robopit	1-2	●			●						12	55%	Abominable robot beat-'em-up
Robotron X	1-2	●									15	85%	Classic gameplay, very fast, we prefer the original.
Rock & Roll Racing 2	1-2	●					●				31	55%	Banal blaster with some two-player appeal.
Rockman Battle & Chase*	1-2	●			●						21	41%	Basic and unrewarding cartoon racer.
Rockman Dash*	1	●									31	80%	Enjoyable 3-D adventure. For smash get Dash!
ASS Rogue Trip	1-2	●							●		41	92%	Motoring madness with knobs on.
Rollcage	1-2	●			●		●		●		46	87%	Stomach-churning racing mayhem at its finest.
Ronin Blade	1	●							●		55	80%	Great hack 'n' slash fun, but very limited.
Rosco McQueen	1	●							●		26	88%	You play with fire, you get this sizzling game!
Rugrats	1	●							●		46	50%	Made for kids, but it's still rubbish.
Runabout*	1	●									20	77%	Highly playable racer, but way too short.
Runabout 2	1-2	●							●		58	83%	An improvement over the last one.
Running Wild	1	●							●		46	38%	A feeble attempt at a themed racing game.
Salamander Deluxe Pack	1-2										25	74%	Aged, but enjoyable Eighties shoot-'em-up.
ASS Sampras Extreme	1-4	●	●								09	90%	One of the best tennis games on PSX. Slick.
Samurai Showdown*	1-2	●									13	62%	Should be called Samurai Slowdown!
San Fransisco Rush	1-2	●		●					●		41	45%	Not quite the worst racing game of all time.
S.C.A.R.S.	1-8	●	●								39	82%	A fine, albeit rough-looking Gridiron game.
Sensible Soccer	1-2	●									44	52%	A pointless, almost sacrilegious release.
Sentient	1	●									19	84%	Absorbing and intelligent adventure. Bizarre.
Sentinel Returns	1	●				●					39	61%	Rough-looking and very repetitive strategy game.
Shadow Madness	1	●							●		58	62%	Fun but unrewarding adventuring.
Shadow Man	1	●							●		53	27%	A stinking, crusty turd of a game...
Shadow Master	1	●							●		29	79%	Nice try, but lacks variety...
Shellshock	1	●									06	85%	Passable tank game, now looks basic
ShockWave Assault	1	●									03	87%	Limited surface-based shoot-'em-up. Dull.
Side by Side Special*	1	●					●				30	63%	Uninspiring, run-of-the-mill racer.
Side By Side Special 2*	1	●									57	33%	Breaking down in a desert is more fun than this!
Silent Bomber*	1	●							●		57	88%	Hugely entertaining, but perhaps too Japanese!
Silent Hill	1	●							●		51	84%	Scary as hell, but rough around the edges.
Sim City 2000	1	●				●					12	75%	A fantastic game. Not suited to the PSX.
Skeleton Warriors*	1										10	56%	Grotesque import beat-'em-up.
Skull Monkeys	1	●									31	83%	Pleasurable plasticine playability.
Sled Storm	1-4	●	●		●				●		54	89%	Snowboarding with engines... superb stuff.
Small Soldiers	1-2	●			●				●		42	78%	Not small on action. Bad film, good game!
Smash Court Tennis	1-4	●	●								16	86%	Supremely playable, addictive cartoon tennis.
Smash Court Tennis 2*	1-4	●	●						●		44	82%	Entertaining, but not too dissimilar from the last!
Snow Racer	1-2	●			●						35	50%	Nice-looking, yet disappointing alpine racer.
Soccer '97	1-4	●	●								20	82%	UK teams version of Olympic – very playable!
ASS Soul Blade*	1-2	●									17	96%	The best weapons-based beat-'em-up on PSX!

HEAD-TO-HEAD Jill vs Claire in *Resident Evil* special!

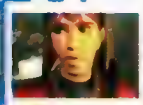
Two virtual girls battle for the position of femme fatale!

Starring in *Resident Evil 2* [redacted]

Jill

Jill Valentine first hit our screens way back in 1996 when Capcom released the very first *Resident Evil* on PlayStation. However, the supporting artwork at the time wasn't kind to Jill and she appeared as a stereotypical dyke in the [redacted] considered [redacted] Capcom have turned her [redacted] and [redacted] Despite [redacted] Jill has been [redacted] a cheesy flamenco [redacted] seems [redacted] her [redacted] Hudson Hawker.

Stick to the dancefloor Jill



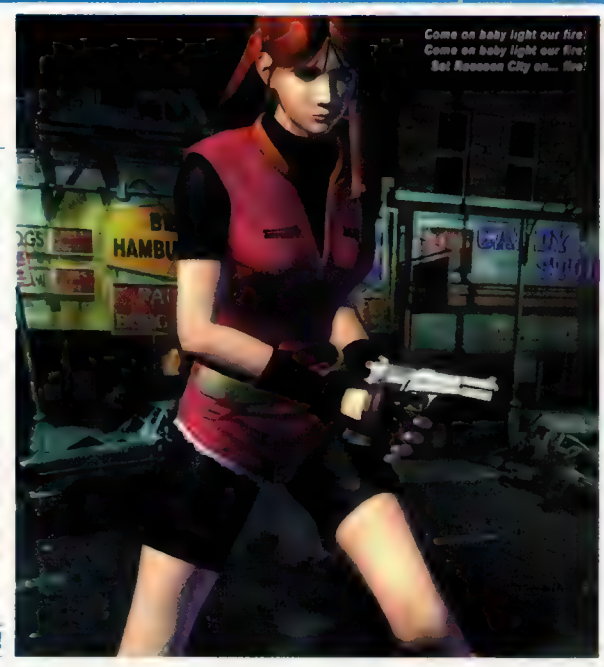
Starring in *Resident Evil 2/Code Veronica*

Claire

Chris Redfield's street-wise kid sister had the zombies groaning for mercy in *RE2*... and plenty of red-blooded gamesplayers as well! The gal's got it all, and now she is set to make a shock comeback in *Code Veronica* on the Sega Dreamcast!

It's a combination of the cut off denim and strong thighs that drew our attention to her shapely figure. That coupled with the big 'don't f*** with me' knife strapped to her shoulder which is on par with the old Blade in boot convinced us that at the girl who likes to 'play game' herself. Nothing phases Claire and she even had time in between [redacted] zombies to be all motherly towards young Sherry.

Long may she rule the undead!



GAMETITLE											issue	SCORE	WESAY...
Soul Reaver: Legacy Of Kain	1	●								●	50	92%	Better and darker than Tomb Raider...
South Park	1-4	●	●							●	56	24%	Exceedingly lame and repetitive
Soviet Strike	1	●									14	83%	Decent helicopter shoot-'em-up, rough looking.
Space Debris	1	●								●	57	62%	Frenetic, but tiresome 3-D shooter
Space Invaders	1-2	●								●	56	48%	Addictive for a couple of hours, after that forget it!
Space Hulk	1	●									10	84%	Claustrophobic and intense 3DO strategy game.
Space Jam	1-6		●								21	39%	Pants cartoon basketball game, based on the film.
Spawn: The Eternal	1	●									34	49%	Dull and imaginative adventure from hell!
Speed Freaks	1-4	●	●		●		●			●	52	90%	The greatest karting game ever...
Speedster	1-2	●			●		●				20	80%	Overhead racer with okay handling, but slow.
Spice World (with Geri)	1	●									37	25%	Total waste of Spice... cheap though!
Spider*	1	●									20	75%	'On rails' arachnid platformer. Can get boring.
Sports Car GT	1-2	●			●		●			●	48	71%	No thrills racer lacking any kind of sheen.
Spot Goes to Hollywood*	1	●									20	72%	Uninspiring cartoon platform game. Yawn.
Spyro The Dragon	1	●								●	41	88%	A polished platformer, but devoid of challenge.
Spyro The Dragon 2	1	●								●	55	90%	Builds on the original to become a classic!
Stahlfeder*	1	●									06	65%	Old-style vertical shoot-'em-up – too easy.
Star Gladiator	1-2	●									16	88%	Competent beat-'em-up from Capcom.
Star Ixiom*	1	●								●	56	64%	A good enough shooter, but the gameplay is dated.
Starblade Alpha	1	●									02	68%	Lots of blasting action, no control at all...
Starfighter 3000	1										08	85%	A decent stab at a sci-fi shooter/strategy.
Star Wars: Episode One	1	●								●	54	70%	Disappointing and crude-looking action adventure.
Star Wars: Masters of Teras Kasi*	1-2	●									30	74%	A great licence, but somewhat wasted.
Starwinder	1	●									13	77%	Linear space-based racer. Lacks excitement.
Steel Harbinger	1	●									13	80%	Controlling a violent nympho isn't much fun.
Steel Reign	1-2	●			●					●	30	58%	One to rent, not to buy!
Streak	1-2	●		●						●	42	59%	Pretty bad hoverboarding game...
Street Fighter Alpha	1-2	●									07	88%	Classic 2-D beat-'em-up, now been replaced.
Street Fighter Collection	1-2	●									29	67%	Some stones are best left unturned!
Street Fighter Ex Plus	1-2	●									25	91%	It's absolutely EX-cellent!
Street Fighter: The Movie	1-2	●									01	35%	Utter crap.
Street Fighter Zero 2*	1-2	●									12	89%	Simple, colourful graphics – total gameplay!
Street Fighter Zero 3*	1-2	●									45	93%	The best Street Fighter game ever released!
Street Racer	1-8	●	●		●						14	84%	Childish Mario Kart wannabe, good multi-player.
Street Skater	1-2	●								●	48	78%	Good for a laugh, but not challenging enough.
Strikepoint*	1-2	●			●						14	54%	Shoddy and unconvincing helicopter sim.
Striker '96	1-4	●	●								01	73%	Extremely playable, but now extremely dated.
Suikoden	1	●									16	80%	Endearing and lasting Manga RPG.
Supercross 2000	1-2	●			●					●	58	38%	If you like the sport, you'll hate this!
Super Puzzle Fighter 2*	1-2	●									18	90%	Fan-bloody-tastic Japanese puzzler!
Supersonic Racers	1-8	●	●								11	84%	Chaotic Wacky Races-style multi-player romp
Swagman	1	●									21	82%	Proficient cutesy overhead cartoon adventure.
Syndicate Wars	1-4	●	●			●					22	85%	We love the smell of napalm in the morning!
Syphon Filter*	1	●	●			●					48	93%	A vast, sprawling adventure that rocks!
T'ai Fu	1	●								●	47	72%	A bored, lazy moggy of a game.
Tail Concerto*	1	●								●	59	74%	Harmless and enjoyable adventure.
Tail Of The Sun*	1	●									22	84%	Innovative caveman adventure. Badly presented
Tales Of Destiny*	1	●									42	77%	Endearing Japanese role playing hokum
Tarzan	1	●								●	55	50%	Uninspired platform-by-numbers. Dull.
Tank Racer	1-2	●								●	47	79%	Crushingly good, action-packed fun...
Tekken	1-2	●									01	84%	Was the ultimate 3-D beat-'em-up, still decent.
Tekken 2*	1-2	●									07	95%	Brilliant 3-D beat-'em-up – an essential purchase!
Tekken 3*	1-2	●								●	34	97%	Undoubtedly the greatest beat-'em-up around.
Teletubbies	1	●								●	59	60%	Toddler-pleasing tubby fun!
Tenchu	1	●								●	40	77%	Dark and deadly assassination action.
Tennis Arena	1-4	●	●								28	84%	Slick, addictive and playable...
Ten Pin Ally	1-6										18	60%	Dismal and utterly pointless bowling sim.
Test Drive Off-Road	1-2	●			●						24	35%	A turkey! Tarnishes the Test Drive name.
Test Drive 4X4	1	●								●	42	54%	Pointless entry into a saturated market.
Test Drive 4	1-2	●		●			●				28	86%	Enough to blow your gasket!
Test Drive 5	1-2	●		●			●			●	42	75%	Pipped at the post by the opposition.
Tetris Plus	1-2	●									30	81%	Addictive, but antiquated puzzler
Theme Hospital	1	●									32	88%	More fun than a hospital could ever be!
Theme Park	1	●									01	86%	Build your own Alton Towers – very in-depth.
This Is Football	1-8	●	●							●	56	79%	Too slow and limited to be a contender.
Thousand Arms*	1	●								●	56	84%	A deeply engrossing RPG.
Thasher: Skate & Destroy	1-2	●								●	58	80%	Not as good as **Tony Hawk**, but a decent alternative.
Three Lions	1-2	●									35	80%	Pretty, but sluggish to play. Not worth the hype!
Tiger Shark	1										23	62%	Decent water and aerial shoot-'em-up.
Tiger Woods '99	1-4	●								●	44	50%	Nice licence, shame about the golf game!

PLAYBACK

TOP20 1999 review

Our choice for the very best of last year...

01 METAL GEAR SOLID

02 APE ESCAPE

03 FINAL FANTASY VIII

04 DRIVER

05 QUAKE II

06 DINO CRISIS

07 TOMB RAIDER: TLR

08 Ridge Racer Type 4
09 Syphon Filter
10 Medal Of Honor
11 ISS Pro Evolution
12 Resident Evil 3: Nemesis
13 Silent Hill
14 Ape Escape
15 Soviet 2
16 MGS: Special Missions
17 AAA: Smash Court Tennis
18 Legacy of Kain: Soul Reaver
19 Um Jammer Lammy
20 Speed Freaks

HARD COPY

Crucial books with tenuous links to the interests and lifestyles of console gamers.

THE ART OF MGS

The history of the biggest PlayStation game ever – from concept art to level designs, all presented in one great book!

ISBN 4 7973 0950 0

Could this be the ultimate coffee-table book of the year? We certainly think so. The Art Of Metal Gear Solid is a highly-collectible package that comes in a limited edition numbered sealed bag. Dare you devalue it by opening?

ON THE CARDS

TOPS *The games we have been playing, saved lovingly to our office memory cards.*

01 TRACK & FIELD 2

02 RE SURVIVOR

03 ISS PRO EVOLUTION

04 GRAN TURISMO 2

05 RE3: NEMESIS

GAMETITLE										issue	SCORE	WESAY...
Time Commando	1									11	78%	Restrictive, but graphically impressive adventure.
Time Crisis*	1	●					●			24	90%	Stupendous light gun shooting action. Top.
Tiny Tank	1-2	●			●			●		59	85%	Comedic death at its very best!
Tobal No. 1*	1-2	●								12	94%	Cracking high-res beat-'em-up with quest mode.
Tobal 2*	1-2	●					●		●	22	92%	Highly advanced sequel. More of everything!
Tokyo Highway Battle	1	●								20	73%	Great concept, let down by low overall speed.
Tombi*	1	●								31	56%	Unrewarding, dated platformer/RPG.
Tomb Raider	1	●								14	94%	Superb Indiana Jones-style 3-D adventure.
Tomb Raider II	1	●							●	28	95%	A fine sequel that easily surpasses the first.
Tomb Raider III	1	●							●	43	93%	A decent and enjoyable second sequel.
Tomb Raider: TLR	1	●							●	56	90%	The best of the lot, albeit slightly unoriginal!
Tommi Mäkinen Rally	1-2	●			●		●		●	37	39%	The turkey of rallying games!
Tomorrow Never Dies	1	●							●	57	52%	On par with the new film as being a Bond killer!
Tony Hawk's Skateboarding	1-2	●			●				●	54	88%	Unbeatable, authentic skating bliss...
Top Gun: Fire at Will	1	●								09	76%	Lack-lustre combat flight sim based on the film.
Toshinden	1-2	●								01	76%	First Tekken rival, graphically fantastic. Dated.
Toshinden 2*	1-2	●								05	74%	Far worse than the original. Avoid like plague.
Toshinden 3	1-2	●								25	78%	An average beat-'em-up. Nothing more.
Total Drivin'	1-4	●		●	●		●		●	26	84%	Thrilling racing with excellent variation.
Total Eclipse Turbo	1	●								02	69%	Poor third-person shoot-'em-up.
Total NBA '96	1-8	●	●							05	81%	The best basketball game on PSX, until...
Total NBA '97	1-8	●	●							20	87%	The most advanced basketball game ever, until...
Total NBA '98	1-8	●	●						●	36	93%	So good it walks on water, the best bar none!
TOCA: Touring Car	1-2	●			●		●		●	27	92%	Really fast, really fun, really racing!
TOCA: Touring Car 2	1-2	●		●	●		●		●	42	94%	Non-stop clutch burning bliss!
Toy Story 2	1-2	●							●	59	73%	Looks good, but is boring and frustrating...
Transport Tycoon	1	●				●				24	78%	Absorbing strategy about transport networks.
Trap Runner	1-2	●			●				●	48	70%	Alright for a while, but you'll soon get bored.
Trash It	1-4	●	●							24	55%	Average hammer-based puzzle game.
Treasures of the Deep*	1	●							●	27	83%	Atmospheric underwater adventure.
Trick 'n' Snowboarder	1-2	●			●				●	58	85%	Capcom's own stab at snowboarding...
Triple Play 2000	1-2	●							●	49	91%	The best baseball game ever released!
True Pinball	1									05	65%	Highly overrated pinball tosh. No save game!
Tunnel B1	1-2	●								10	87%	Glitzy graphical showpiece. Short lived.
Twinbee Deluxe Pack*	1-2	●								02	65%	Vivid Japanese cartoon shoot-'em-up. Naff.
Twisted Metal	1-2	●			●					02	78%	Visually scrappy, but paved the path for. .
Twisted Metal 2 (World Tour)*	1-2	●			●					16	88%	Remarkably compelling two-player blast-a-thon!
Twisted Metal 3	1-2	●			●				●	43	69%	Not nearly twisted enough!
UEFA Champions League	1-4	●							●	47	80%	Too similar to WLS '99.
UEFA Striker	1-2	●							●	55	92%	Simple, arcade-style football , very enjoyable.
Um Jammer Lammy*	1-2	●							●	49	88%	Addictive and amusing guitar action!
Unholy War (The)	1-2	●			●				●	41	70%	Flawed, but offers pretty exciting two-player combat.

THE BIG GAME — Resident Evil: Code Veronica DC

Resident Evil: Code Veronica is reviewed in issue six of Dreamcast Magazine

We know what you're all thinking – why review a Dreamcast game? Well, the truth is, and this is bloody annoying, if you want to see how the *Resident Evil* story line unfolds after the events witnessed in *RE2*, then you're going to have to do so armed with a Sega machine and a copy of *Code Veronica*. The game stars Claire Redfield who has become a lot more skilled in the use of firearms since we last saw her, and it opens with a truly awe-inspiring intro sequence that could have been directed by the great John Woo himself! Vast in depth and gripping in storyline, *Code Veronica* is by far the best game on this overrated system and brings the likes of Chris Redfield and Albert 'isn't he dead?' Wesker back into the action for a mouth-watering showdown. It even makes great use of the PDA unit !

It's painful to say, but this really rocks!

Zombies like we've never seen on PlayStation...

Throughout the game, the superb art direction and high style has to be seen to be believed...

Resident Evil: Code Veronica is sadly only available on the Sega Dreamcast.

The biggest videogames of interest on other systems

GAMETITLE		issue	SCORE	WESAY...
V2000	1	40	82%	Uncompromising, thinking man's shoot-'em-up.
V-Ball Beach Volley Heroes	1-2	35	30%	A game that won't let you play it!
Vandal-Hearts*	1	22	81%	Very Japanese fantasy strategy RPG.
Victory Boxing	1-2	13	79%	Fast and smooth rendition of the 'sport.'
Victory Boxing 2	1-2	40	84%	Frantic flying fist action in a corking sequel.
Viewpoint	1	02	74%	Glossy isometric shoot-'em-up. Bad slowdown.
Vigilante 8	1-2	36	94%	Big guns, huge explosions, gigantic appeal!
Vigilante 8: Second Offense	1-2	59	83%	More of the same with little improvement.
Virtual Golf	1-4	09	61%	Drab golf sim, Actua Golf 2 is much better.
Virtual Pool	1-2	17	68%	Great PC game, awkward and slow on PSX.
VMX Racing	1-2	35	45%	Dodgy-looking and , frankly, unplayable racer.
V-Rally	1-4	23	87%	Fast and accurate rally sim with great split screen.
V-Rally 2	1-4	51	93%	World class action, an absolute must!
VR Baseball '97	1-2	23	80%	Excellent and comprehensive sim of the sport.
Viva Football	1-4	45	79%	Some good ideas included, but the controls are odd.
Viper	1	38	46%	Dark and linear helicopter shoot-'em-up.
Vs	1-2	36	72%	Slick, but simplistic street fighting.
V-Tennis	1-2	21	75%	Bland tennis game. Get Sampras or Smash Court.
Waku Waku Volleyball*	1-2	54	18%	Too slow, and indeed, chronic to be enjoyed...
Warcraft 2: The Dark Saga	1	24	86%	Utterly compelling medieval strategy fest!
Wargames	1-2	37	60%	Limited tactical warfare sim.
Warhammer: SOTHR	1	14	82%	Unbelievably complex, but rewarding war game.
Warhawk	1	03	68%	Distinctly average helicopter shoot-'em-up.
War Of The Worlds	1	56	58%	A repetitive turkey shoot with a hint of strategy...
Warzone 2100	1	48	87%	Very challenging and very sharp strategy game.
WCW Nitro	1-2	35	80%	One of the best wrestling games on the PlayStation.
WCW Vs The World	1-2	24	79%	Nothing new or exciting here!
WCW/NWO Thunder	1-2	44	85%	The best so far, but still room for improvement.
Wild 9	1	39	72%	A decent platformer, but we've seen it all before.
Wild Arms*	1	24	85%	Hugely enjoyable RPG with serious challenge.
Williams' Arcade's Greatest	1-2	08	84%	Decent retro pack. Best: Robotron, Defender.
Wing Commander III	1	06	82%	Expensive space opera, involving plot.
Wing Commander IV	1	22	67%	Even more costly, but minus originality.
Wing Over	1-2	27	50%	Dated airborne shoot-'em-up.
Wipeout	1-2	01	89%	A state-of-the-art pop culture racer. Now weary.
Wipeout 2097	1-2	13	93%	Far better than Wipeout – a stunning game.
Wip3out	1-4	54	94%	Phenomenal futuristic anti-gravity fun...
World Cup '98	1-8	36	86%	Captures the hype of the event... but it's all over now!
World Cup Golf	1-8	05	71%	Wholly rendered golf sim. Better than average.
World League Soccer	1-4	35	88%	Very playable, but lacking in long term challenge.
Worms	1-4	01	92%	Crap looking, but oh-so playable in multi-player.
Worms: Armageddon	1-4	57	92%	A brilliant sequel that'll blow you away!
Wreckin' Crew	1-2	36	83%	Addictive tongue-in-cheek racing game.
Wrestlemania	1-4	01	74%	Wrestling – not a real sport. Game sucks.
Wu-Tang: Taste The Pain	1-4	56	86%	Gang-bangin's four-player brilliance!
WWF Attitude	1-4	52	84%	An entertaining and engrossing wrestle-fest.
WWF Warzone	1-4	39	85%	Again nothing new, but it's decent enough...
X2	1-2	15	77%	Amazing looking shoot-'em-up, but too hard!
X-Com: Enemy Unknown	1	06	82%	Compelling turn-based strategy adventure.
X-Com: Terror from the Deep	1	15	88%	Deeply involving underwater strategy game.
X -Files (The)	1	53	78%	A dated flick-screen concept, but compelling...
X Games Pro Boarders	1-2	45	35%	Poor quality snowboarding game.
Xena: Warrior Princess	1	57	78%	A strangely compelling old-school beat-'em-up.
Xenocracy	1	37	70%	Not an epic, but fun and engrossing.
X-Men Vs Street Fighter*	1-2	34	82%	Flashy and vibrant, but the Saturn wins this time!
Xevious 3D/G*	1-2	23	72%	Collection of every Xevious game. Not bad.
YoYo's Puzzle Park	1-2	49	87%	A worthy platformer from the golden age of 2-D!
Yusha	1-2	30	60%	Nice-looking, but dated in gameplay.
Z	1-2	29	85%	Hard as hell, but intensely rewarding.
Zeitgeist*	1	01	51%	Incredibly slow shoot-'em-up. Worthless.
Zero Divide 2	1-2	41	53%	For die-hard robot wars fans only!

NEW FADS

A not-so crucial trend that is starting to creep ever more so into the gaming scene.

GAMES straight to trial

There was a time when the high street game stores wouldn't even look at a game without first consulting the specialist press, but not any more... or so it would seem. So how come there are now so many whiffy games getting into the shops that not even we're familiar with?

That's not strictly true though. When we produce gaming features, we get to look at all kinds of strange games at various stages of their development. The news materials are sent through preview code is presented by over-enthusiastic reps... and then [illegible] and before we can [illegible]!" the finished game [illegible] stated that no such game should even be considered for purchase because if the respective publisher was too scared to send magazines such as ours review code then there is bound to be something fundamentally wrong with the product. However, nowadays even some of the bigger releases are [illegible]

FURBY ZONE

The life and loves of the office Furby all logged and recorded in this very section. What will he do next, we wonder?

Having cashed in his chips and retired to the marble orchard last century, Furby's spirit has embarked on a monster tour of the world to take in a few sights that we were too spiteful to show him when he was alive.

This month, the Furby has ventured Down Under to gaze adoringly from above at the Sydney Opera House. As we all know, only months earlier tribal warriors stood atop this fine piece of architecture to welcome in the new millennium, for the Furby though it is a chance to tread the same hollowed ground as Kylie Minogue and Jason 'whoops my nose has just fallen off' Donovan. Next [illegible] straight to the land of the rising sun to see-in the launch of Sony's new console. But will he get a chance to play it? No because he's dead.

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A-Z of reviews

DIE HARD TRILOGY 2

World exclusive review

We take on a casino-full of gun-toting terrorists in our exclusive review of *Die Hard Trilogy 2*! After the success of the first game, hopes are high for this sequel, but can it deliver? Find out next month!

plus In Cold Blood **Driver 2** **Unreal** Silent Bomber Theme Park World **Street Sk8er 2** Resident Evil Survivor **and loads more!**

PS2 PLAYSTATION2

Even more PlayStation2 coverage, including **Primal Image** & **Eternal Ring** plus pre-launch details

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PARAGON HOUSE, ST PETER'S ROAD BOURNEMOUTH, DORSET BH1 2JS ✆ 01202 299900
Fax **01202 299955** play@paragon.co.uk

editorial staff
MANAGING EDITOR **NICK ROBERTS** nickr@paragon.co.uk
EDITOR **RYAN BUTT** ryan@paragon.co.uk
DEPUTY EDITOR **GRAEME NICHOLSON** silencio@paragon.co.uk
SENIOR STAFF WRITER **BEN LAWRENCE** benl@paragon.co.uk
CONTRIBUTORS **PAUL MORGAN, PHIL KING, MARTIN KLIPP, TOM SARGENT**
SENIOR SUB EDITOR **LOUISE WELLS**
ART EDITOR **MARK WYNNE**

online
ONLINE MANAGER **STUART WYNNE** ssw@paragon.co.uk
ONLINE NEWS EDITOR **SNEHAL NOORANI** sney@paragon.co.uk
ONLINE EDITORS
GAVIN CLOGGIE gavin@paragon.co.uk
RYAN COOPER rcooper@paragon.co.uk

advertising
ADVERTISING MANAGER **FELICITY MEAD** ✆ 01202 200224 felicity@paragon.co.uk
CLASSIFIED MANAGER **ALAN WALTON** ✆01202 200226 awalton@paragon.co.uk
AD SALES EXECUTIVES
CLAIRE ENDEAN ✆ 01202 200254 claireе@paragon.co.uk
EMMA BEDFORD ✆ 01202 200223 emma@paragon.co.uk
A full colour press pack is available on request
AD PRODUCTION **DAVE OSBORNE, JO JAMES, JANE EVANS, LORRIANE TROUGHTON, REX CREED**

production and distribution
BUREAU MANAGER **CHRIS REES**
SCANNING/PREPRESS **LIAM O'HARA, DOM EDD**
CIRCULATION MANAGER **TIM HARRIS**

marketing and licences
MARKETING MANAGER **MONICA CASAL**
INTERNATIONAL ACCOUNT EXECUTIVE **CATHERINE BLACKMAN** ✆+44 (0)1202 200205 Fax +44 (0)1202 200235 cathb@paragon.co.uk

chiefs
PRODUCTION DIRECTOR **JANE HAWKINS**
ADVERTISING DIRECTOR **PETER CLEALL**
CIRCULATION & MARKETING DIRECTOR **KEVIN PETLEY**
EDITORIAL DIRECTOR **DAMIAN BUTT**
ART DIRECTOR **MARK KENDRICK**
FINANCE DIRECTOR **TREVOR BEDFORD**
MANAGING DIRECTOR **MARK SIMPSON**

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